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A DESCRIPTIVE PSYCHOLOGICAL STUDY OF AIR FORCE COURT MARTIAL CASES BY MEANS OF AN UNSTRUCTURED THEMATIC PICTURE TEST

By
KENNETH RAY SNYDER

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A DESCRIPTIVE PSYCHOLOGICAL STUDY OF AIR FORCE COURT MARTIAL CASES BY MEANS OF AN UNSTRUCTURED THEMATIC PICTURE TEST

A Thesis

Presented in Partial Fulfillment of the Requirements for the Degree Master of Arts

By

KENNETH RAY SNYDER, B.S.

The Ohio State University

1952

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CHAPTER I

INTRODUCTION

Statement of the Problem

Many scientific investigations, using varied techniques, have demonstrated that there are significant personality differences existing between delinquent when compared with non-delinquent boys and adults. Studies of civilian delinquents and criminals by Monachesi (17), Lindsott (8), Bridges and Bridges (4), Durea (7), (6), Fry (12), (13), and Glueck and Glueck (14), to name only a few, and studies of offenders against military law by Blair (3), Betts (2), Stouffer and Otness (24), Feldman and Maleski (10), Clark (5), and Lemkau and Kent (16), have shown reliable differences in the personality of delinquents and non-delinquents. One of the eventual outcomes growing from the present study is that of further demonstrating personality differences between delinquent and non-delinquent personnel.

The immediate purpose of the present study is of a two-fold nature. The primary objective is to study one aspect of the ultimate objective reported above; namely, to describe, on the basis of certain psychological variables the

Chapter I

Introduction

Statement of the Problem

personalities of a group of Air Force Court Martial Cases. These Court Martial cases represent delinquent military personnel. The objective of secondary importance is to experiment with the use of an unstructured thematic picture test in gathering the information for the variables used in the primary purpose and to draw conclusions, therefrom, as to its utility when applied to such an effort. The unstructured picture test has been designed especially for use with military personnel.

In similar manner, the present study has two ultimate objectives. Chronologically, the first of these has been described above but again, stated briefly, it involves the establishing of personality differences between delinquent and non-delinquent military personnel by studying a non-delinquent group and comparing the findings with the results of the present study. Finally, it is hoped, that upon completion of the above studies, it will be possible to identify, at the point of induction into the services, those personnel who would be most likely to become offenders if they were permitted to enter the services.

For purposes of the present experiment, the meaning of the term "delinquent personnel" refers to those military persons who have been convicted of charges before a court

persons who have been convicted of charges before a court-martial. The objective of secondary importance is to augment with the use of an unstructured thematic picture test in gathering the information for the variables used in the primary purpose and to draw conclusions, therefrom, as to its utility when applied to such an effort. The unstructured picture test has been designed subjectively for use with military personnel.

In similar manner, the present study has two additional objectives. Chronologically, the first of these has been described above but again, stated briefly, it involves the establishment of personality differences between delinquent and non-delinquent military personnel by studying a non-delinquent group and comparing the findings with the results of the present study. Finally, it is hoped, that upon completion of the above studies, it will be possible to identify, at the point of induction into the service, those personnel who would be most likely to become offenders if they were permitted to enter the services.

For purposes of the present experiment, the meaning of the term "delinquent personnel" refers to those military

martial and who were, at the time of the study, serving a sentence in confinement. A court martial is defined as "a court consisting of military officers appointed by a commander to try charges of offense against military law." (1). Non-delinquent personnel refers to those persons who have never been convicted of a military offense before a court martial.

Before leaving the objectives of the present study, it is again emphasized that their scope is limited to the results obtained from a delinquent group of military persons, only. Also, re-emphasized, is the hope that future research will study a non-delinquent group using the same materials utilized in the present research and demonstrate any resultant personality differences when compared to the experiment at hand.

Presenting and Defending the Problem

A service man is subject to both civil law, as a citizen of the United States, and to military law. The present study, however, is concerned only with offenses against the latter, an entirely distinct code which governs the members of the several services and regulates their conduct at all times. The Uniform Code of Military Justice designates the forms of behavior which are considered offenses against

military law. These offenses range in relative military importance from, for example, spying, to appearing in an unclean uniform. Punishments are scaled from death to forfeiture of pay. The most common major offense of interest in connection with the present study is AWOL, meaning absent from station and duty without leave from proper authority.

Exact numbers of delinquents are not readily available but it is known that disciplinary problems constitute a major interest of every command. Every commissioned officer of the armed forces is considered to be available to perform duties in connection with Courts Martial (27). Even if figures were available as to the numbers of military delinquents, they would not convey the magnitude of the general problem they present. The service man who is AWOL or in confinement is a total loss to the services. In addition, he represents a not insignificant overhead cost to the government. He represents a financial loss with respect to his recovery (in the case of AWOL), trial, confinement, and in some cases discharge. In terms of man hours spent in the administrative processing of the delinquent, the loss is again significant. When it is realized that every court martial, alone, requires the services of from

one to several commissioned officers spending from a few minutes to days on each case, the loss of money and manpower becomes more evident. The money spent on personnel who will become court martial cases in connection with their induction, training, transportation, food, clothing, equipment, shelter, and medical care also may be considered largely a loss. Betts (2) in his study of incipient Army criminals stated that most of their stay in the Army represented a loss.

The absentee presents a special problem. Apart from the loss he causes in terms of money and manpower, he leaves his post vacant, thus adversely affecting his unit's efficiency at any time and in time of war, possibly endangering the lives of his comrades.

It is apparent that many persons, who will likely become delinquent, now escape detection at the point of induction. More accurate methods of personnel assessment are required. If such methods were available, it should be possible to reject inductees who would likely become offenders, or to identify them early and insure that they are handled properly in order to minimize the chance of their becoming offenders. (3)

With the above as validating evidence, it almost seems

superfluous to add that it is imperative for every officer and every non-commissioned officer to know as much as possible about the kind of men who become court martial cases. If the symptoms of delinquency could be definitely isolated, the savings in terms of money and manpower would be astounding.

History of the Problem

As was suggested previously in this paper, numerous investigations have been conducted with the objective of establishing personality differences between delinquent when compared with non-delinquent persons. Nearly all investigations have used a different technique in studying the problem. That is not to deny that repetitions of method have occurred but the point being made is that a variety of techniques have been used in studying the problem of personality differences. A survey of the literature reveals that one of the more frequently used scales in studying the personality of delinquents and non-delinquents is the Minnesota Multi-Phasic Personality Inventory. Monachesi (17) used this inventory and reported that differences between delinquent and non-delinquent males occur repeatedly on the D, Hy, and Pd scales. The repetition of such significant differences tends to suggest that male delinquents are more

apt to be afflicted with depression, hysteria and psychopathy than are non-delinquent males. Fry (13), using the MMPI, found that male prison inmates exceeded male college students in the categories of Hypochrondriasis, Depression, Psychopathic Deviate, Paranoia, Schizophrenia and Hypomania. He further reported that the male prisoners were exceeded by male college students in the category of Abnormal Sexual Interests. Again using the MMPI, Blair (3) made a comparative study of disciplinary offenders and non-offenders in the Canadian Army and established that individual offenders had a combination of high Psychopathic Deviate and high Hypomania scale scores. He further states that individual offenders had unusually high Schizophrenic scale scores and finally, that the MMPI distinguished between offenders and non-offenders to a significant degree on seven scales. In another study involving Army disciplinary offenders, Clark (5), using the MMPI, discovered that AWOL's obtained significantly different scores when compared with the original norm groups and a group of non-delinquent soldiers in the Army. Sixty-five of one-hundred studied would be classified as abnormal with neurotics and psychotics being about equal.

Other investigators using other procedures have also found significant personality differences between delinquent

and non-delinquent people. Endacott (8) administered the Rorschach Ink Blot Test to one hundred male juvenile delinquents and to a non-delinquent control group. His evidence pointed to the facts that the delinquent group gave less responses indicating a reduction of productivity, that the delinquents have an exaggerated regard for form, that delinquents lacked a creative fantasy and emotional response to a situation, that delinquents have marked inability to organize adequately their ideas and see relationships properly, and, finally, that delinquents had marks of a "stiff-geared" personality that has been created to withstand strong pressure and frustration of the environment. Durea, in several studies of juvenile delinquents (6) (7), using the Pressey Interest-Attitude Tests, found that juvenile delinquents were emotionally retarded as compared to non-delinquents and concludes in one of the studies (7) that maturation of emotional behavior is likely as of much significance as intelligence and other variables in a more complete understanding of the personality of juvenile delinquents. In his other study (6), Durea states that a pronounced morbid strain seems to characterize delinquents as indicated by their positive emphasis on death, dying, and sins and he says, in conclusion, that it is inescapable

that delinquents are constitutionally different from normally adjusted individuals. When the Rosenzweig Picture Frustration Study was used to compare the reactions of college students with those of inmates of a state prison, Fry (12) reported that the tendency of the reactions to frustration to be attributed to external things or persons in the environment was greater in college students than in prisoners and that the tendency was greater in prisoners than in college students to direct reactions to frustration inwardly in the form of self-criticism or self-blame. The Gluecks (14) report in their studies that hostility, ego-centricity, and lack of consideration for others are more prevalent traits in the personalities of delinquents than in non-delinquents.

Returning again to studies of military delinquents, Stouffer and Otness (24) compared one hundred naval enlisted men in a disciplinary status with one hundred unselected enlisted men on active duty. They found with regards to the delinquents that: divorce and separation were predominant, they tended to come from larger families with inadequate social and economic backgrounds, they showed lower educational achievement, and they showed a prevalence of psychopathic and psychoneurotic traits. In a study of fifty AWOL and

fifty non-AWOL trainees by means of a rating scale covering their Army and pre-Army experiences, behavior, and attitudes, Feldman and Maleski (10) reported that AWOL's differed from non-AWOL's in their adjustment to civilian and military situations, that AWOL's reflected maladjustment prior to their entry into service and that they tend to flee from unpleasant situations, show more aggression and hostility toward the environment, more ego-centric behavior, and they tended to have somatic complaints and functional disorders.

In summary, it has been shown from this brief survey of the literature that differences have been demonstrated to exist in the personalities of delinquent persons, whether they be civilian prison inmates, juvenile delinquents, or military offenders, and non-delinquent personnel. The technique of studying the problem, apparently, does not alter the findings. Samples of studies of personality seem to demonstrate one fact: no matter from what angle the problem is approached -- maturity of personality, trait analyses, reactive tendencies, emotions, or others, delinquents show personality characteristics that are reliably different from non-delinquent.

Procedures

In presenting the present study of describing military delinquents on the basis of certain psychological variables,

the next chapter will outline the steps in obtaining the data. This will include a description of the subjects used, a brief survey of the different methods available in studying delinquent personalities, a description of the method chosen for this study, the manner in which the test was constructed, and the details of administration. In Chapter III, the collected data will be analyzed for apparent trends. Chapter IV will conclude the study by describing a court martial group in terms of the trends isolated in Chapter III. Conclusions as to the utility of the method employed in the present study will be drawn as well as implications of the findings for the military services. The final step will be to present recommendations and suggestions for further study in describing the personalities of delinquent and non-delinquent personnel.

non-delinquent personality.

Each study in describing the personality of delinquent and
of its findings for the military personnel. The final step
will be to present recommendations and conclusions for Thir-
ty-nine Palms based on the previous analyses. Chapter II
III. Conclusions as to the utility of the various methods
employed should be made at the points indicated in Chapter
Chapter IV will conclude the study by describing a model
data, this will include a description of the multiple regr-
ession equation for this study, the measure to which the base rate
of delinquent personalities, a description of the method
used in determining the discriminating variables, and the results
of the analysis. In Chapter
V, the validated data will be applied to subsequent trends,
and the results of administration. In Chapter
the most changes will occur in operating the

CHAPTER II

COLLECTION OF THE DATA

The Subjects

In Chapter I, the nature of the problem proposed in the present study has been stated, its importance has been indicated, and a brief survey of the literature has shown the historical development of the problem. The present chapter will describe the means by which the data for studying the problem were collected.

The subjects utilized to make the present study consisted of forty-five Air Force court martial convictees in confinement at Lockbourne Air Force Base located at Columbus, Ohio. It was originally planned to include as subjects any airman who had been convicted of a court martial offense regardless of whether or not he was, at the time of the study, in confinement. The problem of getting such non-confined personnel together in a group at the same time and in the same place to administer the test was too difficult to continue with this idea. It was then decided to use only those who were, at the time of the study, in confinement in the base guard house. This represented an improvement over the original plan since the men in confinement had just re-

CHAPTER II

DESCRIPTION OF THE DATA

The Subjects

In Chapter I, the nature of the problem proposed in the present study has been stated, its importance has been indicated, and a brief survey of the literature has shown the historical development of the problem. The present chapter will describe the manner by which the data for studying the problem were collected.

The subjects utilized to make the present study consisted of forty-five Air Force career marital counselees in counselement at Lackland Air Force Base located at Goliad, Texas. It was originally planned to include as subjects any airman who had been counseled of a career marital difficulty regardless of whether or not he was, at the time of the study, in counselement. The problem of getting enough non-commissioned personnel together in a group at the same time and in the same place to accomplish the test was too difficult to overcome with this idea. It was then decided to use only those who were, at the time of the study, in counselement in the base guard house. This represented an improvement over the original plan since the men in confinement had just re-

cently been convicted of an offense with the result that the experience was a recent one. Also, the fact that the base rehabilitation program had not had an opportunity to be wholly effective with them at this stage of confinement may have helped in making them subjects who were more representative of the kind of person the study was interested in investigating.

The military ranks of the subjects were distributed as follows: forty-one privates, three privates first class, and one staff sargeant. Twenty-four different states were represented as to place of birth and twenty-one as to place of original enlistment. This diffusion tends to agree somewhat with the findings of Blair (3) who, in his study of Canadian soldiers, found that geographical origination of his subjects apparently had little influence on delinquency. The mean age of the group under study was twenty-two years and three months with a standard deviation of four years and eight months. The mean age of the group is somewhat misleading as to the actual youthfulness of the group since nearly one-half were age twenty or younger. The presence of a few men in their late thirties and early forties operated to raise the mean age figure. Total service in the armed forces of the subjects was thirty-five months with a

standard deviation of thirty-three months. Again the mean total service figure is somewhat misleading since thirty per cent of the group had been in service for less than one year. As to race of the subjects, there were thirty-four representatives of the white race and eleven of negro blood. Fourteen of the subjects were married and thirty-one were single. These figures tend to agree with the findings of Lemkau and Kent (16) in their study of disciplinary action in an Army Neurosis Center in which they reported that marital status apparently had no influence on delinquency. Table 1 shows in combined form the Air Force ratings of character and efficiency which were assigned to the subjects in their last rating before the present study was undertaken.

TABLE 1

Latest Air Force Ratings Awarded the Subjects Prior to the Present Study in the Categories of Character and Efficiency

Character		Efficiency	
Excellent	26	Superior	0
Very Good	8	Excellent	25
Good	1	Satisfactory	12
Fair	2	Unsatisfactory	2
Poor	0	Unknown	6
Unknown	8		

It must be realized that the present delinquency of the subjects had not, at the time of the study, been re-

flected in the ratings shown in Table 1.

The native intelligence of the subjects had been tested on various modifications of the Army General Classification Test, all of which were convertible to AGCT scores. It was felt that AGCT was more widely known and used by workers in the testing field so all scores were converted to the AGCT scale. The test was constructed originally so that the mean of an unselected population would fall at one hundred. The mean of the present group of subjects was ninety-one with a standard deviation of sixteen. The scores ranged from a low of sixty-five to a high of one hundred and thirty-three. However, fifty-eight per cent of the group had scores below the mean of an unselected population.

The mean of the number of years of civilian education of the group was that of a high school freshman with a standard deviation of one year. The lowest grade successfully completed in school was fourth, ranging up to and including high school graduates. None of the subjects had attended college.

Total number of courts martial on which the subjects had been convicted was seventy-two. This figure indicates that there are a great number of repeaters represented in the group. Ranging from the most severe type court martial to the least severe, the numbers of courts martial which

the subjects had were as follows: General-one, Special - twenty-six, and Summary - fourty-five.

The nature of the delinquent act on which the subjects were convicted and the number of times this offense was committed is set forth alphabetically in Table 2.

TABLE 2

Nature of the Offense and Number of Times Committed by the Subjects

Nature of Offense	Times Committed
AWOL	40
Assault with a deadly weapon	1
Breaking Arrest	6
Careless Discharge of Firearms	1
Desertion	1
Destruction of Government Property	1
Disobedience of a Lawful Order	4
Disrespect to a NCO	2
Drunk and Disorderly	2
Failure to Repair (AOL)	9
Falsifying a Liberty Pass	1
Illegal Possession of a Concealed Weapon	2
Larceny	1
Sleeping on Post	1
Unauthorized Possession of a Concealed Weapon	1
Total	73

Table 2 indicates that the subjects committed a total of seventy-three offenses and the previous paragraph indicates that seventy-two courts martial were awarded for these offenses. The discrepancy between the figures is explained by the fact that one subject was tried for two separate offenses on a single court martial. Table 2 also indicates

Table 6

Reasons for the Offense and Number of Times Committed
by the Subjects

Reason for Offense	Times Committed
Theft	40
Assault with a deadly weapon	1
Breaking arrest	1
Obscene Discharge of Firearms	1
Deception	1
Destruction of Government Property	1
Disobedience of a Lawful Order	1
Disrespect to a NCO	1
Drunk and Disorderly	2
Failure to Report (AWOL)	2
Falsifying a Library Pass	1
Illegal Possession of a Concealed Weapon	1
Larceny	1
Obscenity on Post	1
Unauthorized Possession of a Concealed Weapon	1
Total	75

Table 6 indicates that the subjects committed a total of seventy-three offenses and the previous paragraph indicates that seventy-two people actually were convicted for these offenses. The discrepancy between the figures is explained by the fact that one subject was tried for two separate offenses on a single court martial. Table 6 also indicates

that sixty-seven per cent of the offenses involved unauthorized absence from station and duty.

Thirty of the subjects indicated that their family was broken during childhood due to death of a parent, divorce, or separation. This figure represents about sixty-six per cent of the subjects and tends to agree with the findings of Stouffer and Otneas (24) and Lemkau and Kent (16) who reported that normal homes produce a smaller proportion of military delinquents than broken homes.

Appendix I contains a duplicate copy of the Personal Data Sheet which was utilized in gathering personal information about the subjects.

The subjects for the present study were chosen mainly because of their proximity to Columbus, Ohio. Air Force personnel were utilized due to the fact that there was no other service installation, with sufficient numbers of delinquent personnel to provide a satisfactory population, in the vicinity of the area where the study was being conducted. The subjects were tested during January and February 1952. Due to the fact that only a limited number of the subjects could be made available for testing at one time and because of the limited copies of the test, it was necessary to administer the test several times. The first group of twelve

subjects was tested January 31, 1952; the second group, also containing twelve subjects, on February 2; the third group, containing eleven subjects, on February 14; and the fourth and final group of ten subjects was tested February 28.

Methods Available and Method Chosen for Studying Personality

There are many methods available for the descriptive study of personality. The scientific study of personality has its origin in the methods employed in psychometrics as developed in mental testing. It soon became evident, however, that there was one big difference between mental testing and personality testing. Whereas in mental tests a universally correct answer can be determined, in personality tests several answers could be right depending on the individual and the circumstances. Stagner (23) divides the methods of personality study into the areas of stimulus, response, and intervening variables. When studying personality in terms of social-stimulus value, the best method is the rating technique. If one wishes to study personality as response, in which the investigator's attention seems directed primarily to a tallying of responses, the best method is a description of actual behavior. The third method of personality study is a group of techniques directed at the determination of inner organizational patterns, the interven-

ing variables between stimulus and response. It is possible to distinguish between relatively shallow and deep penetrations of the personality. Among the methods used for shallow penetrations is the interview and the free association method first used by Jung (15). In this method used by Jung, the subject was asked to give the first word which came to his mind in response to each of one hundred stimulus words. It was presumed that an emotional problem had been encountered when any of the following symptoms appear: very long reaction time or complete failure to respond; irrelevant response word; peculiar response word; and repeated use of the same response. Another method for probing the more shallow recesses of the personality which has received very wide usage, especially in studies of delinquent personality, is the questionnaire, variously called data sheet, inventory, schedule, or test. The problem of what they are and what they mean is one of the great difficulties encountered in using the questionnaire. Referring again to Stagner (23), other reasons why the questionnaire was rejected for purposes of the present study may be found. He states that structured test situations tend to interfere with the free expression of personality trends, because each of us have learned to do things in the correct and proper way. Verbal material has

a tendency to set off logical definitions or culturally approved stereotypes which do not truly represent the inner personality structure. When a person is asked a question on the personality questionnaire, he will, generally, answer truthfully unless there is reason to believe that this would not please the person who asks the qestion or would expose the answerer to censure.

Still another method in studying personality, a method which, avowedly, probes the innermost recesses of personality structure, is the projective technique. After Jung (15) had experimented with a free - response device known as "free association" method, other stimuli besides words were used to elicit free responses. Rorschach (21) experimented with the responses that people made to a series of symmetrical ink blots. Murray (19) tried out a large number of different stimuli for their free-association value. Of all the stimuli Murray experimented with, he found that a set of pictures which he presented one at a time to subjects, with the request that they tell a story based on the scene in each picture, elicited the greatest number and richest responses (18). Numerous other workers have experimented with a variety of stimuli - doll figures, odors, words, music, and the like -- and various methods of expression -

pointing, play, and story telling - for producing free responses.

Frank (11) has called all these free-response methods "projective techniques." Since this is the method chosen to study the personality of the Air Force court martial cases in the present study, more of the theory behind projective methods should be explained.

As the stimuli becomes less structured, i.e., the responses which a subject may give to a stimulus situation is broadened, the kinds of responses also become more varied - may even range over the whole of human experience. Symonds (26) sums it up by saying that whereas in a mental test a subject tells us how well he can respond to questions pertaining to a single function, in the free-association method the subject lets us observe how he will respond when considerable latitude of choice is granted him. It may be seen that the latter method is of the greatest value in the diagnosis of personality.

Further clarification of the term "projective tests" is given by Stagner (23) who states that the term has come to be applied to all methods facing the person with an "unstructured" situation, in which his responses are not determined by the outer stimulus and hence must depend upon

inner conditions. The subject must organize the situation; the meaning must be projected from his own mind. Symonds (26) states that projection occurs when the subject is provided with the opportunity, due to the nature of the stimulus situation, of projecting his own experiences, desires, and conflicts into a character represented in a picture (the stimulus).

The Unstructured Picture Test on which the present study is based is a form of projective technique discussed above. This method was chosen over the other methods of personality study for several reasons. First, the subject cannot discern what he ought to say, i.e., good response rather than true response. Second, logic is not of any assistance in determining the response to a situation. Third, that which the subject produces must come from within himself, and not from the world of external reality. Fourth, as Murray (19) pointed out in regard to his Thematic Apperception Test (TAT), it is based on the well recognized fact that when a person interprets an ambiguous social situation, he is apt to expose his own personality as much as the phenomenon to which he is attending. Absorbed in his attempt to explain the objective occurrence, he may become naively unconscious of himself and of the scrutiny of others.

and, therefore, defensively less vigilant. The subject is usually disclosing inner tendencies; wishes, fears, and traces of past experiences. Fifth, projective methods stimulate associations of ideas which are relatively free from culturally approved sterotyped influences. Sixth, and lastly, as Frank (11) points out, projective tests, like the X-ray photograph, enable us to see something of inner structure without damaging the organism.

The Thematic Picture Test on which the present study is based is an adaptation of a method of personality study devised by Morgan and Murray (18). The Morgan and Murray test was called a "Thematic Apperception Test" - "apperception" im that the stories, in response to pictures, were constructed from dynamic tendencies within the individual stirred up from his past experiences, and "thematic" because they could recognize in the stories "themas" - combinations of needs and the situations which aroused them. The TAT revealed the presence of motivational strivings which the individual has carried down to the present from earlier experiences. Murray later elaborated this test and included it among a number of other so-called projective techniques in his book Explorations in Personality (19). Most of the development of the TAT has been carried on at the Harvard

Psychological Clinic. The test has now gone through three editions. The Manual accompanying the third edition of the test (20), printed by the Harvard University Printing Office, may be considered the most authoritative statement in the use of this test available today.

There have been several variations of the TAT used by different investigators for different purposes. To name but a few, Schwartz (22) prepared a set of pictures for the purpose of studying delinquents, much in the same way that the TAT is used. Symonds (26) used a set of forty-two pictures in investigating adolescent fantasy. Thompson (28) constructed still another modification of the TAT.

With the above modifications of the TAT indicating that a special test could be constructed to study a given group of subjects in a special situation and with the statement by Stagner (23) that almost any kind of performance which allows sufficiently free play for the expression of inner trends might serve as a projective personality test, it was decided to construct a new Thematic Picture Test for purposes of the present study. The only manner in which this test differed from the TAT as devised by Murray was in the pictures presented to the subjects. The pictures represented military situations, in the main, since it was believed that the military situation is sufficiently different from

civilian situations to warrant a different set of stimulus pictures. This had the added advantage of being directly pointed at the primary problem of the study which is to collect personality information of delinquent military personnel on the basis of a set of psychological variables. It also had the added advantage of possibly providing scope for the refinement and standardization of the instrument utilized in the present study in future research.

Construction of the Thematic Picture Test

Symonds (25) indicates several criteria for the selection of pictures for the investigation of adolescent fantasies. He states that lack of detail is the one factor in the pictures which correlates most highly with general goodness in the stories. The selected pictures should be vague in theme and incomplete in content. Next in order of significance is the extent to which the pictures contain characters of the same age and culture as those who are to write the stories. He concludes by saying that the above criteria suggests that one should eliminate, so far as possible, details which will tend in any way to limit or circumscribe the free play of the imagination in the construction of the story and, secondly, that the pictures should contain or imply characters with which the persons telling the stories

can identify themselves. Murray (20) reenforces the criteria set up by Symonds to some degree. He states that experience has shown that in the long run the stories obtained are more revealing and the validity of the interpretations is increased if most of the pictures include a person who is of the same sex as the subject.

With the above criteria firmly in mind, an informal board composed of Dr. John E. Horrocks, the writer's adviser for the present study, Miss Helen Wiltshire, a research assistant in psychology with particular interest in projective methods, and the writer, met to determine what pictures should be included in the Thematic Picture Test to be utilized in the present study. From more than one hundred pictures submitted, six were selected since the time element for both administration and scoring imposed a restriction upon the number which could be used in the test. A seventh stimulus situation was added -- a blank sheet of photographic paper.

Besides the criteria for selection outlined by Symonds and Murray, the board also attempted to keep in mind that the group to be tested was a delinquent group and pictures which would allow the subjects to react to authority were included when they met the other criteria as well.

When the six pictures were finally selected, since they were pictures drawn from various sources, it was necessary to re-photograph and reprint them on uniform size paper. The pictures were then inserted into folders, one picture per folder. The order in which they were to be presented was randomly selected, but once selected held uniform for all subjects. Sufficient pictures were reproduced for thirteen complete sets. This meant that a maximum of thirteen subjects could be tested at any one time, but this was held to be feasible since to construct more sets would have been economically unsound. Appendix II contains a complete set of the pictures in the order in which they were presented to the subjects. The instructions for performing the test are also included in this Appendix.

Details of Administration

Elsewhere in the present chapter the dates on which the Thematic Picture Test was administered are set forth. The subjects consisted of forty-five Air Force delinquent personnel who were at the time of the study, serving a court martial sentence in confinement in the Lockbourne Air Force Base Guard House. Upon permission of the base authorities to utilize these subjects, definite dates for test administration were arranged with the Prison Officer who

was immediately responsible for the delinquents. Each subject was privately interviewed by the writer, the primary idea being one of obtaining cooperation of the subjects. It was made clear to them that their participation in the study was entirely voluntary and that if they did consent to being a subject, strict anonmity would prevail where individual cases were scrutinized. It was planned to observe anonmity by assigning the subjects numbers during the interview. Thereafter, the subject referred to himself by number instead of name. The idea of a psychological type study was minimized to as great a degree as possible, the subjects being impressed, alternately, with the idea that the test was a survey of service personnel to obtain their ideas, attitudes, opinions, and feelings about certain pictured situations. The essence of the content of the interview is outlined in Appendix III of the present study. After the individual interviews were completed, the Unstructured Thematic Picture Test was administered as a group test in an area of the Guard House set apart from the other prisoners.

Murray (20) suggests the importance of a sympathetic environment. He continues by saying that not only should the physical environment be inviting but also the examiner should show receptivity, good will, and appreciation of the

efforts made by his subjects. Due to the necessary nature of the physical environment in the present study, it may be held that a deficiency existed. This deficiency was partially compensated for by the examiner doubling his efforts to be appreciative of the work done by his subjects.

The procedure is merely that of presenting a series of pictures to a subject and encouraging him to tell stories about them, invented on the spur of the moment. The fact that stories collected in this way often reveal significant components of personality is dependent on the prevalence of two psychological tendencies; the tendency of people to interpret an ambiguous human situation in conformity with their past experiences and present wants, and the tendency of those who write stories to do likewise; draw on the fund of their experiences and express their sentiments, and needs, whether conscious or unconscious (20).

The directions for administering the test are somewhat standardized. Murray (20) suggests keeping the stories within a time limit and in the interests of economy of time this suggestion was followed in the present study. The first group tested was allowed seven minutes per picture but for succeeding groups this time was increased to ten minutes since it was apparent that the lesser time was not sufficient for the subjects to write a complete story. Opposite picture

number one in folder number one, the directions for the subjects for taking the test were included. Special directions were necessary for situation number seven and these were included in folder number seven. Each folder contained a blank sheet of paper upon which the subjects were to compose their stories about the picture. This paper contained the same number as was written below the picture in the folder and on the outside cover of the folder. Complete instructions to the subjects for taking the test are included as a part of Appendix II of the present study.

With the exception of a very few cases, rapport was established immediately. In talking with the few who did not seem able to write, it was discovered that their main trouble was in expressing in written language the feelings they experienced when studying the pictures. This defect could obviously have been alleviated if there had been sufficient time available for the examiner to record individually their verbalized reactions to the pictures. The only interruptions to the testing procedure was to inform the subjects that time had expired for one picture and that they were to begin writing on the next picture.

CHAPTER III

ANALYSIS OF THE DATA

In Chapter II the subjects used in the present study were described, some of the methods available for studying personality were presented along with the particular method chosen for the study at hand. A description of how the Unstructured Thematic Picture Test was constructed was presented and finally, the details of administration were outlined. It now becomes appropriate to analyze the data that were obtained from the test. This the present chapter will attempt to accomplish.

Murray proposed the general outlines for content analysis in his first descriptions of the test (18). In his book, Exploration in Personality (19), he elaborated the proposed procedure. In his revised manual (20), he suggests as a first step in interpretation a determination of the hero or principal character in the story, the character with whom the subject has identified himself: (1) the character in whom the story teller was apparently most interested, whose point of view was adopted, whose feelings and motives have been most intimately portrayed. He (or she) is usually (2) the one who most resembles the subject, an individ-

CHAPTER III

DESCRIPTION OF THE CASE

In Chapter II the problems posed in the present study were described, some of the methods available for modifying personality were presented along with the particular method chosen for the study at hand. A description of how the Differentiated Threefold Picture Test was constructed was presented and finally, the details of administration were outlined. It now becomes appropriate to analyze the data that were obtained from the test. This the present chapter will attempt to accomplish.

Sherry proposed the general outline for analysis which is his first description of the test (19). In his book, Projection in Personality (19), he elaborated the proposed procedure. In his original manual (20), he suggested as a first step in interpretation a determination of the locus of principal character in the story, the classification with whom the subject has identified himself (2) the consequences in whose life story action was subsequently most interested, whose point of view was adopted, whose feelings and motives have been most intimately portrayed. He (or she) is assessing 1) the one who most resembles the subject, an individ-

ual of the same sex, of about the same age, status or role, who shares some of the subject's sentiments and aims. This character, called hero (whether it be male or female) is usually (3) the person (or one of the persons) depicted in the picture, and (4) the person who plays the leading role in the drama (literary hero), who appears at the beginning and is most vitally involved in the outcome.

Murray (20) feels that it should not be assumed that every story has one and only one hero. There may be various heroes in succession, or two or more heroes may depict opposite sides of the subject's character, or there may be a primary and secondary hero. Finally Wekstein (29) reports that the hero may be a group or collective hero, or the hero may even be some animal or an abstract belief or quality. He has suggested that the hero may represent different aspects of the subject who tells the story. For instance, the hero may do things that the subject has done or things that he has wanted to do. Or the hero may depict more elementary, unconscious forces within the subject. In some cases the hero exhibits feelings or desires that the subject is experiencing at the moment, but which may not be a very real or important aspect of personality. Finally, the hero in the story may be an anticipation of the subject's future behavior.

As determined by the above criteria, Table 3 lists the heroes by picture and the number of times the subjects identified themselves with any particular hero.

TABLE 3

Heroes by Picture, the Number of Times Subjects Identified with that Hero by Picture, and Total Number of Times that Hero Identified for the Seven Pictures

	Picture Number							
Heroes	1	2	3	4	5	6	7	Total
The group	39	38	0	1	0	0	0	78
One of the group	6	0	0	0	0	0	0	6
Man wearing helmet	0	6	0	0	0	0	0	6
Depicted man	0	0	41	40	42	0	0	123
The girls	0	0	0	3	0	0	0	3
The doctors	0	0	0	0	0	14	0	14
Unseen Patient	0	0	0	0	0	22	0	22
The doctors and unseen patient	0	0	0	0	0	7	0	7
The subject	0	0	0	0	0	0	22	22
A little boy	0	0	0	0	0	0	3	3
A young girl	0	0	0	0	0	0	4	4
A family circle	0	0	0	0	0	0	1	1
Football player	0	0	0	0	0	0	1	1
American G.I.'s	0	0	0	0	0	0	1	1
Person writing girl friend	0	0	0	0	0	0	1	1
Two children	0	0	0	0	0	0	1	1
Sailors on a ship	0	0	0	0	0	0	1	1
Sinful man	0	0	0	0	0	0	1	1
Airplane pilot	0	0	0	0	0	0	1	1
Baseball player	0	0	0	0	0	0	1	1

The next step in analysing the content of the stories produced by the subjects is to separate aspects of the protocol into their needs. Needs are defined by Murray (20) as the desires, wishes, impulses, and tendencies of a given individual. He further states that in describing or formulating

Table 3

Scores by Fifths, the Number of Times Participants Identified with that Group by Fifths, and Total Number of Times that Each Identified for the Three Systems

Fifths Scores

Systems	1	2	3	4	5	6	7	Totals
The group	20	12	6	1	0	0	0	73
One of the group	6	0	0	0	0	0	0	6
Some respect behave	0	6	0	0	0	0	0	6
Depicted not-	0	0	49	30	12	0	0	191
The girls	0	0	2	3	0	0	0	5
The diverse	0	0	0	0	0	24	0	24
Common feature	0	0	0	0	0	20	0	20
The dancers and seniors								
prefers	0	0	0	0	0	7	0	7
The opinions	0	0	0	0	0	20	0	20
A little shy	0	0	0	0	0	3	3	3
I spoken with	0	0	0	0	0	0	0	0
A family atmosphere	0	0	0	0	0	0	1	1
Physical player	0	0	0	0	0	0	0	0
American B.C.'s	0	0	0	0	0	0	0	0
Persons working with Patient	0	0	0	0	0	0	1	1
The opinions	0	0	0	0	0	0	0	0
Dealings as a whole	0	0	0	0	0	0	0	0
Mental man	0	0	0	0	0	0	1	1
Atmosphere prize	0	0	0	0	0	0	0	0
Tuberculosis player	0	0	0	0	0	0	1	1

the reactions of the heroes the interpreter is free to use any set of variables he chooses. It all depends on what he wants to know about his subjects. Murray has presented several lists of needs (19) (20) which may be used as a classificatory scheme for tabulating needs. Each list that Murray presents differs from the preceding, indicating that there is not and never can be any one complete and fully acceptable list of needs. For the purposes of the present study, twenty-seven needs (or drives) were compiled from Murray's main works with the TAT (19) (20) (18).

The basis for selecting the needs variables was that those most readily understandable and easily identifiable in the stories were selected. A need may express itself subjectively as an impulse, a wish or an intention or objectively as a trend of overt behavior. Needs may be fused so that one action satisfies two or more at once; or one need may function merely as an instrumental force, subsidiary to the satisfaction of another dominating need.

The variables upon which manifest needs were graded, the number of times a particular need appeared in each picture as well as the total times the need appeared in all seven pictures are set forth in Table 4, below. For the operational definition of each variable see Appendix IV.

TABLE 4

Manifest Needs Variables, Number of Times Each Variable Appeared in Each Picture, and Total Number of Times Variable Appeared In All Seven Pictures

Needs Variable	Picture Number							
	1	2	3	4	5	6	7	Total
Abasement	4	2	0	0	0	0	2	8
Achievement	31	40	26	5	24	22	17	165
Affiliation	34	36	7	36	7	15	19	154
Aggression (E & V)	2	2	2	3	1	0	1	11
Aggression (D)	0	0	3	0	0	0	1	4
Aggression (P,A)	2	0	4	1	2	1	0	10
Aggression (P,S)	28	35	11	2	17	0	1	94
Autonomy	5	6	6	7	5	1	13	43
Blamavoidance	5	2	1	6	5	1	3	23
Counteraction	1	2	1	1	5	0	4	14
Defendence	1	2	4	2	3	0	1	13
Deference	0	1	0	1	1	4	1	8
Dominance	2	2	11	9	8	15	6	53
Exhibition	0	0	2	1	8	3	6	20
Harmavoidance	0	0	10	0	2	2	0	14
Infavoidance	0	1	2	3	4	3	3	16
Intragression	4	0	3	8	5	1	7	28
Intranurturance	2	2	3	1	4	1	6	19
Nurturance	1	0	0	9	1	19	8	38
Order	2	5	10	2	0	13	2	34
Passivity	0	0	0	4	4	0	6	14
Play	0	0	1	17	9	1	8	36
Rejection	0	0	0	1	0	0	0	1
Sentience	0	0	0	32	2	1	8	43
Sex	17	7	2	42	7	5	14	94
Succorance	30	26	13	19	20	12	19	139
Understanding	1	0	1	0	0	1	0	3

For purposes of later content interpretation, it is well to note the high, as well as the low occurrence of needs variables which appeared in the stories. By inspection it will

Monthly Mean Precipitation, Number of Cases
Both Variable Observed in Each Variable,
and Total Number of Cases Variable Observed
In All Seven Stations

Grade Variable	Stations Reporting							
	1	2	3	4	5	6	7	Total
Abdominous	4	2	0	0	0	0	2	8
Abbreviated	31	40	86	9	94	58	17	285
Artificial	24	30	7	36	7	13	11	128
Aggravation (2 & 7)	4	2	2	3	4	0	1	11
Aggravating (2)	0	0	3	0	0	0	1	4
Aggravation (2,4)	4	0	4	1	2	3	0	10
Aggravation (2,3)	26	39	11	3	17	0	1	97
Advocacy	3	0	6	7	3	2	13	42
Alternatives	3	2	1	6	3	1	3	17
Comparative	1	6	3	2	5	0	6	34
Deliberate	1	2	4	2	1	0	1	11
Deferred	0	1	0	1	1	4	1	8
Deteriorate	2	4	11	1	2	10	2	32
Disabilities	2	0	2	1	2	2	0	9
Marginalized	0	0	10	0	1	1	0	12
Motivated	0	1	2	3	0	1	1	8
Obligations	1	0	3	0	0	1	0	5
Overlooked	2	2	1	1	0	0	0	6
Participate	1	0	0	0	1	0	0	2
Prevalence	0	2	1	0	0	0	0	3
Punishment	2	1	1	0	1	1	0	6
Qualify	0	2	30	8	0	13	2	36
Reactivity	0	0	3	4	0	0	1	8
Rely	0	0	1	17	0	1	0	19
Subjective	1	0	0	1	0	0	0	1
Testimony	3	0	0	32	0	1	0	43
Use	17	7	2	62	7	3	12	28
Weaponize	30	60	13	12	30	32	12	170
Withdrawing	1	0	1	0	0	1	0	3

But because of labor control laboratories, it is well to note the high, as well as the low occurrence of events whether when opposed to the minority. My impression is well

be noted that those needs which appeared most frequently in numerical order from highest to lowest were: achievement, affiliation, succorance, aggression (physical, social), and sex. At the other end of the scale, i.e., those needs which appeared most infrequently, we find: rejection, understanding, aggression (dominance), abasement, and deference.

Besides the needs outlined above, the list of variables belonging to the hero includes nine inner states and emotions. Presented in Table 5 are the emotional states, number of times any particular emotion appeared in each picture as well as the total times it appeared for the seven pictures. See Appendix IV for the operational definition of each variable.

TABLE 5

Emotional States, Number of Times Per Picture, and Total Times Each Appeared

Emotions Variable	Picture Number							
	1	2	3	4	5	6	7	Total
Anxiety	31	31	20	20	23	25	12	162
Conflict	39	35	25	39	30	29	14	211
Change	7	7	4	9	5	5	14	51
Dejection	31	32	17	14	29	15	13	151
Distrust	0	0	1	3	0	0	0	4
Ego Ideal	2	3	18	4	7	12	10	57
Exaltation	0	3	4	8	3	1	15	34
Jealousy	0	0	1	3	0	0	0	4
Superego Conflict	10	5	13	23	12	9	12	84

be noted that those words which appeared most frequently in connection with Bigfoot to lower water quality, attribution, nonsense, aggression (injured, death), and sex. At the other end of the scale, i.e., those words which appeared most infrequently, we find prejudice, condescending, disgusted (emotions), ashamed, and embarrass.

Besides the words outlined above, the list of variables belonging to the boys includes other items and expressions. Presented in Table 5 are the additional adjectives, nouns, and verbs the respondents in each pair agree they as well as the total times it appeared for the seven pictures. See Appendix IV for the open-ended description of each variable.

Table 5

Emotional Trades, Number of Times Pro Pictures, and Total Times Items Appeared

Emotions Portrayed	Pictures Number							
	1	2	3	4	5	6	7	Total
Anxiety	31	31	20	28	13	23	12	160
Comforts	28	23	28	29	26	28	14	171
Shame	7	7	4	1	2	3	14	30
Dysphoria	21	20	17	14	29	19	13	133
Distrust	0	0	1	1	0	0	0	4
Pro Terms	2	3	19	4	7	19	10	77
Exclusion	0	3	0	0	3	1	10	17
Jealousy	0	0	1	3	0	0	0	4
Empathy Conflict	10	9	13	21	18	9	12	84

Again by inspection of the inner states or emotions, it is seen that conflict, anxiety, and dejection appeared most frequently and that distrust and jealousy were the most infrequent emotional variables which the subjects projected into their heroes.

The next step in analysis of the protocols is to observe the general nature of the situations, especially the human situations, which confront the heroes. These situations which are forces of the heroes environment have been called press by Murray (19). He has presented several lists of press (19) (20), but like his list of needs, each differs from the preceding one. In the present study, the press (kinds of environmental forces or situations) variables are those which Murray outlines in his TAT Manual (20). This list classifies press according to the effect that they have (or promise or threaten to have) upon the hero. In this list of press, more than half directed toward the hero are trends of activity originating in other characters; that is to say, they are needs of persons with whom the hero deals. This being understood, it is not hard to see that the concept of press can be extended to include the absence of required beneficial press (lack, deprivation, loss, dispossession) and also to include bodily disturbances to

which the personality must adjust (physical pain, injury, disfigurement).

The variables upon which press was graded, the number of times each variable appeared in each picture, and total times which the variable appeared in all seven pictures is presented in Table 6. For the operational definition of each variable, see Appendix IV.

TABLE 6

Press Variables, Number of Times Per Picture, and Total Times Each Appeared

Press Variable	Picture Number							
	1	2	3	4	5	6	7	Total
Affiliation (A)	31	33	7	5	3	18	11	108
Affiliation (E)	11	7	2	38	7	5	13	83
Aggression (E & V)	3	6	9	2	16	0	4	40
Aggression (D of P)	0	0	0	0	0	2	2	4
Aggression (P,A)	0	0	1	1	0	0	0	2
Aggression (P,S)	5	1	4	1	3	1	2	17
Dominance (C)	16	28	12	3	16	1	2	78
Dominance (I,S)	1	0	0	11	0	1	5	18
Dominance (R)	27	14	11	5	4	10	6	77
Lack	6	10	2	2	5	1	6	32
Loss	2	4	2	4	8	1	8	29
Nurturance	2	2	1	7	3	18	10	43
Physical Danger (A)	16	22	14	0	11	11	2	76
Physical Danger (I)	0	0	2	0	1	3	4	10
Physical Injury	2	5	5	1	27	19	4	63
Rejection	1	0	2	1	0	0	3	7

which the personality does action (physical pain, injury, discipline).

The variables upon which proxies are evaluated, the number of times each variable appeared in each drawing, and which items under each variable appeared in all seven pictures is presented in Table 6. For the operational definition of each variable, see Appendix IV.

Table 6

Proxy Variables, Number of Times Per Picture,
and Total Times Each Appeared

Proxy Variable	Picture Number							Total
	1	2	3	4	5	6	7	
Activities (A)	34	30	7	3	3	10	11	108
Activities (X)	13	7	8	24	7	9	13	81
Aggression (I & V)	3	6	9	2	14	6	8	50
Aggression (D at P)	0	0	0	0	0	3	0	4
Aggression (P,A)	0	0	3	1	0	0	0	5
Aggression (P,S)	9	2	4	2	3	3	9	37
Dominance (D)	36	28	12	3	11	1	4	95
Dominance (I,W)	3	0	6	11	0	3	3	26
Dominance (P)	27	14	11	3	4	12	2	73
Lack	6	11	2	0	5	3	6	33
Loss	3	4	2	4	6	3	3	25
Nurturance	0	2	1	7	2	18	10	40
Physical Danger (A)	10	20	14	5	11	11	3	75
Physical Danger (E)	0	0	0	0	1	3	4	10
Physical Injury	2	2	1	17	11	11	4	69
Rejection	1	0	2	1	4	6	3	17

Once more, for purposes of later interpretation, it will be noted that the highest occurrences of press were on the variables of affiliation (associative), affiliation (emotional), dominance (coercion), dominance (restraint), and physical danger (active). The lowest occurrences of press variables were aggression (physical, a social), aggression (destruction of property), and rejection.

The next important matter to consider is the comparative strength of the forces emanating from the hero and from the environment. This idea may be referred to simply as the outcome of the story told by the subjects on each picture. Symonds (26) says that the attempt to describe the outcome of a story should lead to a general description of the mood or atmosphere of the story. The outcomes of the stories, the frequency which they occurred in each picture, and the total times that outcome was present for all the pictures are listed in Table 7.

By inspection, it is noted that success and hero killed are the most prevalent outcomes.

In the following chapter, it is planned to interpret the scores on the several variables comprising needs, emotions, press, and outcomes as tabulated in Tables 4 through 7 above, and to describe a court martial group in terms of

TABLE 7

Outcomes of the Stories According to Each Picture and Total Times That Outcome Was Present

Outcome	Picture Number							
	1	2	3	4	5	6	7	Total
None evident	32	29	24	25	25	23	25	183
Hero killed	1	1	4	1	6	2	3	18
Some killed, some live	5	0	0	0	0	0	0	5
Happiness	3	0	0	0	0	0	5	8
Success	3	6	11	0	4	15	4	43
Imprisonment	1	0	0	0	0	0	1	2
Safe return home	0	3	0	0	0	0	3	6
Loss of a physical member	0	1	0	0	0	1	0	2
Heroes continue their routine	0	3	1	0	0	0	0	4
Heroes kill their leader	0	1	0	0	0	0	0	1
Hero's efforts thwarted	0	0	1	0	0	0	0	1
Hero chooses wife	0	0	0	3	0	0	0	3
Hero forsakes wife	0	0	0	2	0	0	0	2
Hero chooses between girls	0	0	0	6	0	0	0	6
Hero forgiven by wife	0	0	0	2	0	0	0	2
Wife of hero commits suicide	0	0	0	1	0	0	0	1
Hero worries about misdeeds	0	0	0	1	0	0	0	1
Hero refuses marriage	0	0	0	1	0	0	0	1
Hero marries both girls	0	0	0	1	0	0	0	1
Hero photographs magazine cover	0	0	0	1	0	0	0	1
Hero's wife kills girl friend	0	0	0	1	0	0	0	1
Failure	0	0	0	0	6	3	1	10
Hero escapes	0	0	0	0	1	0	0	1
Hero tortured	0	0	0	0	1	0	0	1
Hero belittles himself	0	0	0	0	1	0	0	1
Uncertainty	0	0	0	0	0	1	0	1
Hero granted divorce	0	0	0	0	0	0	1	1
Hero picks up street walker	0	0	0	0	0	0	1	1
Hero buys new car	0	0	0	0	0	0	1	1

Table 7

Outcomes of the stamina Competing to Lose Strategy
and Total Time That Contains Non Payment

Title	Yielding Number							Total
	3	0	3	4	5	6	7	
Room rather	20	09	24	19	49	63	85	349
Body Action	3	3	4	3	4	3	3	24
Lose killed, wear live	5	0	3	0	1	1	0	7
Happiness	3	0	1	0	0	0	3	7
Success	3	6	11	0	8	11	4	43
Improvement	3	0	0	0	0	0	3	6
Gain return lose	0	3	0	1	0	0	3	7
Loss of a physical								
member	0	3	0	0	0	3	0	6
Person continue their								
practice	0	3	3	0	3	0	0	9
Person kill their								
leader	0	3	0	0	0	0	4	7
Body's efforts treasure	0	0	3	0	0	0	3	6
Body choose wife	0	0	0	3	0	0	0	3
Make recreation wife	0	0	0	3	0	3	0	6
Body choose between								
girls	0	4	0	3	0	0	0	8
Body learning by wife	0	0	0	5	0	0	3	8
Wife of body economic								
suicide	0	0	0	3	3	3	0	7
Body worries about edu-								
lands	0	3	0	3	0	0	0	7
Body returns marriage	4	3	0	3	0	0	0	7
Body marries both girls	0	0	0	3	3	3	3	12
Body photographs edu-								
site cover	0	0	0	3	3	0	0	7
Body's wife kills wife								
friend	0	0	0	3	0	0	3	7
Parties	3	3	0	0	3	3	3	15
Body escapes	3	0	0	0	3	3	0	9
Body Surprised	0	0	3	0	0	0	0	3
Body politics himself	0	0	0	0	3	3	0	6
Observatory	0	3	0	0	0	3	0	6
Body pruned lesson	3	0	0	0	0	3	3	9
Body plans up expose								
asplace	0	0	0	0	0	0	3	3
Body begin her war	0	0	0	0	0	0	3	3

the findings. Before closing the present chapter, however, it seems appropriate to analyze the Thematic Picture Test in terms of number of words elicited per picture since the secondary purpose of the present study is to draw conclusions as to the utility of a Thematic Picture Test in describing a court martial group. In analyzing the best pictures in terms of the purpose expressed for the present study, an analysis of themes will also be listed. Symonds (26) states that the pictures which are most valuable are those which yield the greatest range and depth of fantasy and bring out many facets of the personality.

In Table 8, the mean number of words per story written about a particular picture is presented. The standard deviation from the mean as well as the range of words elicited by each picture is also tabulated. Presented, too, are the means when excluding those subjects who were able to write nothing about a picture.

TABLE 8

Means, Means (Excluding the Zeros), Standard Deviations, and Range for Words Elicited Per Picture, Per Story

Picture Number	Mean	Mean (Excluding zeros)	Sigma	Range
1	92	92	46	6 - 204
2	85	87	40	0 - 179
3	72	79	38	0 - 190
4	86	86	44	10 - 210
5	72	77	43	0 - 179
6	75	82	46	0 - 176
7	79	91	48	0 - 199

1	72	74	82	0 - 154
2	75	77	82	0 - 159
3	78	78	76	0 - 154
4	80	80	84	130 - 310
5	70	72	82	0 - 172
6	73	68	82	0 - 178
7	73	74	80	0 - 170

Murray (20) suggested keeping the stories within a time limit. As previously stated elsewhere in the present paper, this condition was met, allowing seven minutes for the first group of twelve subjects but increasing this to ten minutes for subsequent groups when it was discovered that seven minutes was, apparently, not time enough to produce stories of sufficient length. In either instance, the time limit was longer than Murray's suggested six minutes per picture. Murray (20) says that the average adult may be expected to produce three hundred words per picture. As evidenced by the above table, the subjects in the present study fell considerablly below this number even with an increased time limit. Symonds (26) states that the procedure takes longer when the subject is asked to write his own story in group administration as compared to short hand recording for individual administration. Nevertheless, Murray further states that regardless of the length of the story, there is usually some psychologically significant material presented.

Again referring to Murray (20), he states that the interaction of a hero's need (or fusion of needs) and an environmental press (or fusion of press) together with the outcome constitutes a simple thema. When used precisely the term designates the abstract dynamical structure of an

episode, when used loosely it means plot, motif, theme, principal dramatic feature of the story. For the present study, the latter view has been accepted, adopting the word theme instead of thema.

Table 9 lists the variety of themes elicited from the several pictures. For a more detailed descriptive analysis of themes related by the subjects for each picture, refer to Appendix V.

TABLE 9

Variety of Themes Elicited by Each Picture

	Picture Number							
	1	2	3	4	5	6	7	Total
Themes	11	18	22	14	17	18	30	130

The worksheets used by the scorer for each subject are appended to the present study, marked Appendix VI. Included on these worksheets for each subject is a detailed analysis of each picture in the analytical categories of hero, needs, emotions, press, outcome, and theme. Listed also are the number of words elicited per picture.

Table 3

Results of Immune Effector Cell Death Inhibition Assay

Immune Complex Dilution								
Serum	1	2	3	4	5	6	7	Buffer
1	77	79	82	74	71	73	70	138

CHAPTER IV

CONCLUSIONS AND SUGGESTIONS

Description of a Court Martial Group

As was stated in Chapter I of the present study, the primary purpose in conducting the present experiment is to describe, on the basis of certain psychological variables, a group of Air Force Court Martial cases. In order to accomplish the stated objective, it becomes necessary to interpret the scores on the several variables as presented in Chapter III.

Murray (20) outlines in his TAT Manual the procedure for interpreting the scores. He states that a set of stories should be analyzed and scored at first regardless of the probable personal significance of their content. The result is a list of unusually high and unusually low variables (needs, emotions, and press), and a list of prevalent themes and outcomes. Then two tentative assumptions are made. The first is that the attributes of the heroes (needs and emotional states) represent tendencies in the subject's personality. These tendencies belong to his past or to his anticipated future, and hence stand presumably

Description of a Query Graphical Screen

As was stated in Chapter I of the project study, the primary purpose in evaluating the Lawrence University is to determine, on the basis of certain computational variables, a group of Air Force Cadre Graphical screens. In order to accomplish the stated objective, it becomes necessary to interpret the results on the screens as mentioned in Chapter III.

Research (20) continues to find that the interpretation the interpretation can become. We stations that a set of alternatives that should be analyzed and ordered at first regardless of the possible personal significance at their society. The result is a list of commonly held and universally the alternatives (needs, motives, and goals), and a list of commonly held theories and outcomes. Then the activities associated are rank ordered. The first is that the existence of the second (needs and motives) independently in the individual's personality. These recommendations relate to the

for potential forces which are temporarily dormant; or they are active in the present. (Of these past, present, or anticipated tendencies, the subject may be more or less unconscious.) They represent (not literally in most cases but symbolically) (1) things the subject has done, or (2) things he has wanted to do or been tempted to do, or (3) elementary forces in his personality of which he has never been entirely conscious although they may have given rise to fantasies and dreams in childhood or later; and/or they represent (4) feelings and desires he is experiencing at the moment; and/or (5) anticipations of his future behavior, something he would like to do, or will perhaps be forced to do, or something he does not want to do but feels he might do because of some half-recognized weakness in himself.

Murray (20) goes on to state that the second assumption is that the press variables represent forces in the subject's apperceived environment, past, present, or future. They refer literally or symbolically, to (1) situations he has actually encountered, or (2) situations which in reveries or dreams he has imagined encountering, out of hope or fear; or (3) the momentary situation (press of the examiner and the task) as he apperceives it; and/or (4) situations he expects to encounter, would like to encounter, or dreads

encountering. Roughly the press may be interpreted as the subject's view of his world, the impressions he is likely to project into his interpretations of an existing situation and into his anticipations of future situations.

Some knowledge of the subject's past history and present circumstance plus a little intuition is required to decide whether a given element belongs to the subject's past, present, or anticipated future. However, Murray (20) says, and this point is to be emphasized, that the discrimination of the temporal reference is not a matter of critical importance.

Throughout the scoring of a protocol the Personal Data Sheet of the Subject (see Appendix I) was kept before the scorer. The circumstance of each subject at the time of the study, was obviously that of confinement with the attendent maladjustments such a situation produces. With these facts as a basis, the remainder of the discrimination of temporal reference had to be based on the intuition of which Murray speaks.

Referring to Table 4 of Chapter III, it may be recalled that the group scored highest on the needs variables of achievement, affiliation, succorance, aggression (physical, social), and sex. (Refer again to Appendix IV for a

description of the variables.) They scored lowest on the variables of rejection, understanding, aggression (dominance), abasement, and deference. A study of Table 5, previously presented, reveals that the subjects scored highest on the emotional variables of conflict, anxiety, and dejection and lowest on the variables of distrust and jealousy.

Translating these findings on the basis of Murray's (20) first assumption that the attributes of the hero represent tendencies in the subject's personality, it appears feasible to conclude that the court martial group under study needs, most of all, to achieve something important, to work at something with energy and persistence, to strive to accomplish something creditable.

The high score on the variable of affiliation would seem to reflect the present environment of the subjects. A similar interpretation might be ascribed to the variable of aggression (physical, social). Perhaps this variable is high, not so much as a cause of the present environment, but due more to the basic mission of an armed force. Then, too, this variable of aggression (physical, social) may be unduly high because of the stimulus provided by the pictures. Eron (9) has emphasized the importance of taking into consideration the stimulus provided by the pictures in

making a valid interpretation of any given protocol.

The need of sex is probably very real in the present, and, may be an anticipation of the subject's future behavior. Succorance is probably also a very real need of the present since it is not too difficult to visualize the subjects seeking aid or consolation in their present circumstance.

Interpreting the infrequent end of the needs variables, we would expect the group not to reject or remain indifferent to an inferior. They would not possess much understanding as it has been defined in the present study -- have little, if any, inclination to analyze events and generalize. The group is probably not aggressively destructive -- not apt to break, smash, destroy, or burn a physical object. Likewise, they will probably not submit to abasement easily nor would they be expected to show deference -- admiration and support of a superior other.

In accordance with the high findings on the variables of emotion, the court martial group evidences a state of emotional conflict -- a state of uncertainty, indecision, or perplexity. A definite state of anxiety exists among them, anxiety being divided mainly between worry and fear since our definition included both of these emotional states. The group appears to be dejected, experiencing a

feeling of disappointment, disillusionment, depression, sorrow, grief, or despair.

The emotional states of distrust and jealousy appeared most infrequently, so that we would expect these states not to be prevalent within the group to any excessive degree.

Referring to Table 6, it is noted that the highest press variables were affiliation (associative) and (Emotional), dominance (coercion) and (restraint), and physical danger (active). The most infrequent press variables were aggression (physical,asocial) and (destruction of property) and rejection.

Proceeding on Murray's (20) second assumption that press variables represent forces in the subject's apperceived environment, past, present, or future, it is possible to further describe the court martial group on the basis of the high and low findings on the press variables. Press may be defined simply as meaning the subject's view of their world. This group sees the world with associative and emotional affiliation -- they have friends or sociable companions and a person (parent, relative, lover) is affectionately devoted to them. The world is filled with dominance for these people: coercive dominance where someone tries to force them to do something and restraintive

dominance where they are prevented from doing something. According to their view, the world contains a great amount of physical danger such as train collision, lightning, storm at sea, and bombardment.

The infrequency of physical, asocial aggression as a press variable indicates that they perceive the world as containing little criminal or gang violence. They are not particularly concerned with having their personal property destroyed as indicated by the low variable of aggression (destruction of property). Rejection by other persons seems not to be an overly active threat to the group.

A study of Table 7, reveals that the most frequent outcomes of the stories written by the subjects were success and hero killed. The need for success and achievement seems to appear once again as being characteristic of the group. The high frequency of death outcome may indicate that the "pronounced morbid strain" of which Durea (6) spoke in his study of juvenile delinquents is being evidenced by these military delinquents.

The question of norms may be properly raised for such a study as was conducted in this paper. In answer, Symonds (26) emphasizes that not enough work has as yet been done on the TAT to provide satisfactory norms which would enable

us to formulate any general expectations and also with regards to subjects from special groups. The Unstructured Thematic Picture Test which was employed in the present experiment, likewise, has utilized no norms. As was stated in Chapter I, it is one of the ultimate objectives to refine and standardize the instrument in future research.

Before leaving the description of a court martial group it is well to emphasize as Murray (20) has done, that the conclusions reached through an analysis of Thematic Picture stories must be regarded as good "leads" or working hypotheses to be verified by other methods, rather than as proved facts.

Conclusions Regarding the Unstructured Thematic Picture Test

In accordance with the secondary objective announced in Chapter I, it is now appropriate to draw some conclusions regarding the utility of the Unstructured Thematic Picture Test for gathering information to describe a court martial group.

It is felt that the test was quite efficient in producing descriptive materials as evidenced by the conclusions which it was possible to draw from the scoring of needs, emotions, and press variables. It was also possible to infer limited conclusions from the scoring category of

outcomes. The stated ultimate objective of testing a non-delinquent military group to compare with the findings of this study, is necessary before any statistically significant differences between delinquent and non-delinquent military groups can be established. However, for the purpose of gathering material of a psychological nature, the present test appears adequate. Its discriminatory power remains to be tested.

As shown in Table 8, pictures number one, two, four, six and seven were superior to numbers three and five in their power to elicit the greater quantity of words. The other criteria of a good picture for purposes of thematic testing, variety of themes, shows that numbers two, three, five, six and seven were superior to numbers one and four. These figures are shown in Table 9. It is felt, however, that a larger population should be tested than was used in the present study before any definite conclusions can be drawn as to the inclusion or exclusion of certain pictures in future research with similar purposes.

Implications of the Findings for the Military Services

The greatest implication from the findings outlined above seems to be in the area of leadership techniques employed in working with personnel who have been court martial-

ed. As was stated elsewhere in the present paper, the leaders of court martialed personnel should be cognizant of the characteristics of such personnel in order to obtain the maximum effectiveness from their efforts. The findings of the present study may add, somewhat, to this area of knowledge.

It is indicated from the findings, as outlined above, that the leaders of court martialed personnel should allow such personnel maximum opportunity for achievement in their own right. They need encouragement and support in their efforts as well as recognition for the work which they do accomplish.

Court martialed personnel should have the opportunity to seek and enjoy the company of the opposite sex to a degree consistent with the objectives of the organization.

It is indicated that such a group is, apparently, very willing to fight for their country or, at least, for a good cause.

It is possible to infer that a court martial group is, probably, very loyal since the findings seem to indicate that they are not prone to reject or remain indifferent to an inferior.

As a group, they seem to lack understanding. This

would indicate that, where they are the object of instruction, it should proceed on a lower level.

The findings seem also to imply that such a group is not likely to be aggressively destructive. A single occurrence of such behavior should not be the basis, then, for broad generalization to the group.

Such a group is not apt to submit to coercion or restraint in order to avoid blame or punishment. This would seem to indicate that they will stand up for that which they consider right or for those things which they wish to do.

As evidenced by the findings, there is a great deal of emotional conflict prevalent in a court martial group, as well as dejection and anxiety. In their relations with them, leaders should remember this and do that which is consistent with reducing these areas of emotional instability. There was little evidence of distrust and jealousy among this group, so that these stronger emotional areas may be a starting point to strengthen the weaker areas.

A court martial group views their world with coercion and restraint and they feel dominated. In the services, it is difficult to escape such necessary dominance. Nevertheless, leaders should keep in mind that unnecessary

dominant behavior in relations with such a group, will probably lead to more discord than harmony.

The group also appears to possess a fear of physical danger existing in the outer world. The normal fear of combat action, common to most people, seems to be exaggerated with this group. Perhaps an improved training program is one solution to aid in reducing this fear, a program in which they become more confident of their abilities to accomplish the tasks necessary in combat.

The present study has taken the first step toward the ultimate objective of being able to identify at the point of induction into the services those personnel who would be most likely to become offenders if they were permitted to enter the services. The intermediate step between the present study and ultimate objective is that of testing a non-delinquent military group and establishing the resultant significant differences. If present selection methods are to be improved, it is obvious that a technique is required which would make it possible to identify those persons who are likely to become offenders before they commit offenses. The procedure herein outlined may provide one such technique.

Suggestions for Further Study

With the conclusion of the present study, it appears justifiable to state that on the basis of the Thematic Picture Test, a fairly good description of a court martial group has been obtained. However, there are three suggestions for further study which should be stated. First, as has been repeated throughout the present paper, a non-delinquent group should be studied on the basis of the same materials utilized in the study at hand with a view to establishing reliable differences between a delinquent and non-delinquent military group. The second suggestion for further study is to test the discriminatory and predictive qualities of the Thematic Picture Test in separating pre-delinquent from non-delinquent applicants for recruitment. The third area of suggested further study is to compare the findings of the present study with the findings of the multitude of previous studies made in connection with adult criminals and juvenile delinquents.

APPENDIX I

Duplicate copy of the sheet which was used in gathering information about the subjects.

PERSONAL DATA SHEET

NAME _____ SERIAL NUMBER _____
RANK/RATE _____ PRESENT UNIT _____
PLACE OF BIRTH _____ DATE OF BIRTH _____
PLACE OF ORIGINAL ENLISTMENT _____ TOTAL SERVICE _____
RACE _____ RELIGION _____ MARITAL STATUS _____
HOBBIES _____
CHARACTER RATING _____
EFFICIENCY RATING _____
MOST RECENT MOS _____
AGCT _____
CIVILIAN OCCUPATION _____
CIVILIAN EDUCATION 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
SERVICE SCHOOLS _____
TYPE OF COURT: SUMMARY SPECIAL GENERAL
NATURE OF OFFENSE _____

CHILDREN: No. _____ Ages _____ Sex M ___ F _____

PARENTS: Age ___M ___F Religion ___M ___F Separated Y ___
N ___
If yes, date of separation _____ Living: M ___ F ___
If dead, child's age at time of death _____
Place of Childhood _____

APPENDIX A

Duplicate copy of the above which may be used in gathering information about home ownership.

APPENDIX II

General instructions preparatory to the administration of the Unstructured Thematic Picture Test and the set of pictures included in the test in the order in which they were presented to the subjects.

After distribution of the test, locate folder number one. Open the folder. You will find a blank sheet of paper with the word number and a blank space following it, thusly: No. _____. In this space write the number which you were assigned during our interview. Likewise, upon opening the remainder of the folders of the test, write your number immediately. In the folder opposite the picture you will find the instructions for performing the test. Follow with me as I read these instructions to you.

"This is a test of imagination, one form of intelligence. Use the numbers on the outside of the folders to determine the order in which to do the test. The same number also appears below each picture in the folder and on the blank sheet of paper upon which you are to do your work. Make certain these three numbers are the same before commencing to write. Take these pictures, one at a time, and make up as dramatic a story as you can for each. In telling this story, use the following steps for each picture:

1. Tell what has lead up to the event shown in the picture.
2. Describe what is happening at the moment, what the characters are thinking and feeling.
3. Give the outcome of the pictured situation.

Write your thoughts as they come to your mind. You will have ten (10) minutes to write your story about each picture so write as complete a story as you can in that period of time. You will be warned when eight (8) minutes have passed and, at the end of ten (10) minutes, you will be instructed to go on to the next picture whether finished with the present picture or not. Are there any questions?"

Please do not make audible remarks about the pictures as you study them. If you do this, your neighbor may pick up your suggestion for his story and I want each person's own idea about each picture -- not a group consensus. If you have any questions be sure to raise your hand and I will answer them. You may begin the examination.

General instructions necessary to the scheduling of the Thursday Theatre Theatre Unit and the pol of pic- tures directed in the book in the order to which they were presented to the subjects.

After discussion of the test, invite Colby Theatre ...ds, Close the Window. You will find a black stage at Pros- vide his work rooms and a black area Fullerton CA, Monday, the _____. In this space notice the medium which you have mastered during our interview. Likewise, upon opening the ...ntroduction of the Fullerton at the town; notice your number in- mediately. In the reading eliminate the picture you will find for instruction for developing the book. Notice this is an I need where instructions to you.

"This is a test of Completion, now Prop of Question- ...ons. Get the reasons on the outside of the figures to de- ...ermine the order in which to do the test. The same number also appears below each picture in the folder and on the sheet of paper where you are to do your work. Each cor- ...ect figure there numbers for the same letters corresponding to words. Take these pictures, one at a time, and take up at ...ompletion a story to you can for each. In writing back story, use the following steps for each picture:

1. Tell what has just up to the exact point in the picture.
2. Describe what is happening at the moment, what the characters are thinking and feeling.
3. Give the outcome of the pictured situation.

Write your thoughts on story sheet to your right. You will have ten (10) minutes to write your story about each picture to write do you can be ready to begin. If you ...ave time, go back to the pictures and add to your story. If you have any questions, ask them now."

Please do not make unusable remarks about the pictures as you study them. If you do this, your medium may play up some aspect for the story and I want to answer them. You may begin the examination.

No. 1

No. 2

No. 3

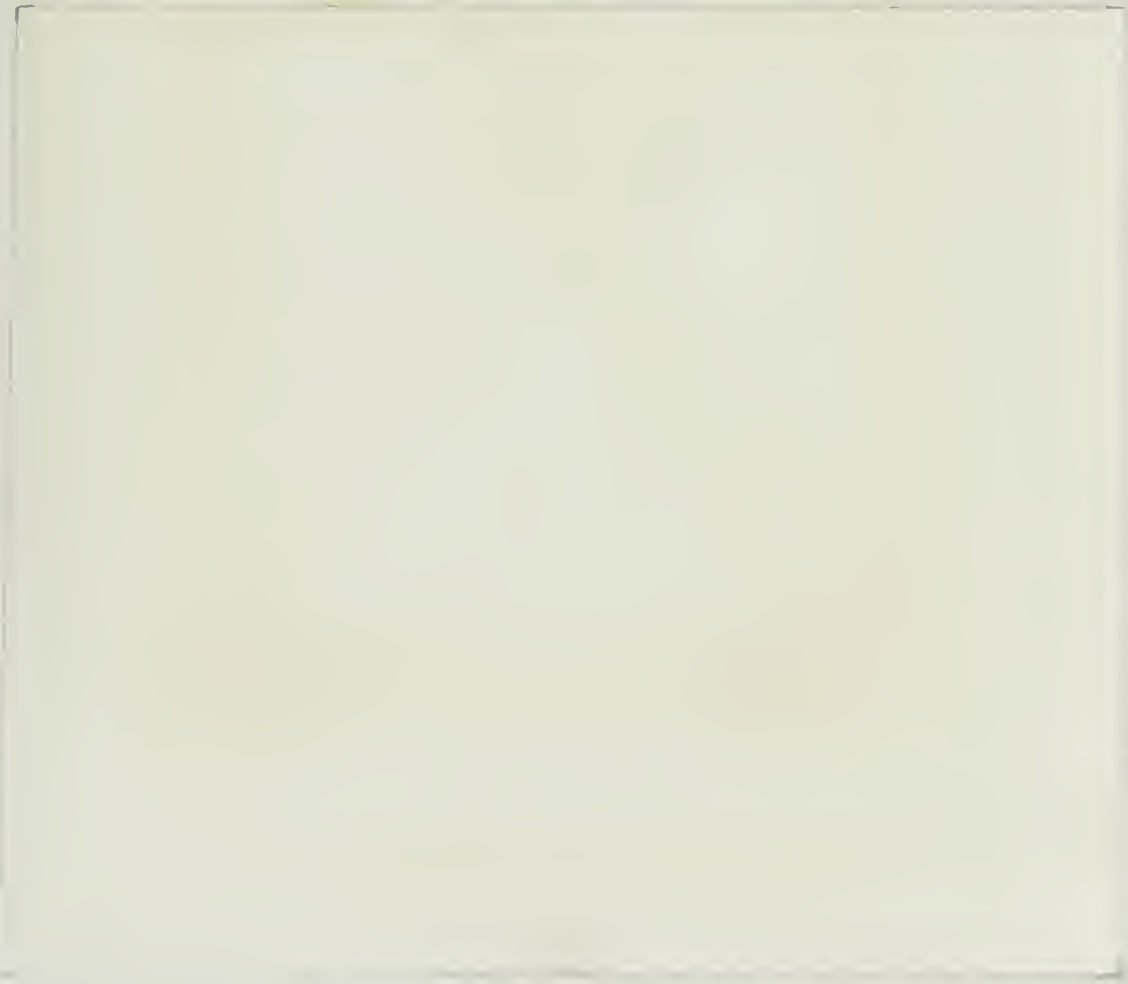
No. 4

No. 5

No. 6

Upon completion of picture number six, since picture number seven was slightly different, the following directions were read to the subjects:

"Previously you have been telling stories from pictures shown in the folders. Now you are to imagine a picture on the blank picture shown and tell a story about it. Just describe what the picture would be and then tell a story about it using the same three (3) steps as you used in the first six (6) pictures."



No. 7

APPENDIX III

Essence of the content of the interview conducted with each subject prior to the administration of the Unstructured Thematic Picture Test.

Come in and have a seat. Make yourself comfortable and smoke a cigarette if you care to. I'm Lieutenant Snyder of the Marine Corps. At present I'm stationed at Ohio State taking a special course in Personnel Administration. Part of this work requires a study of some sort. The problem I am working on concerns the improvement of personnel selection policies of the services.

I presume that you are wondering why I am interested in talking with you. In order to conduct the problem of which I spoke above, it is necessary for me to conduct a survey of persons already in the services to find out their feelings, attitudes, opinions, and ideas about certain subjects -- whether certain actions are considered wrong by the majority or whether the same actions are considered correct or whether there is a neutral feeling about them. That is, then, the part which you will have and consequently the reason why I am interested in speaking with you. Since Lockbourne is near to Columbus, I have started my survey here. I already have permission of the base commander to conduct the study. I presume that the reason I was sent to the guard house to work with you men is because you are available whenever I need you and also because it doesn't cut into the training or work program of the other base personnel.

In order to find out these feelings, attitudes, and ideas from service personnel, it is necessary to give you a test. This test is not a test in the sense of the word which is most common. For instance, there are no wrong answers or no right answers to the situations about which you will write -- the answer all depends on your own personal feelings. You may write one answer and I may write another but that doesn't necessarily mean that I am right and you are wrong. Thus, you see that it is your own individual idea that I am after. Furthermore, you don't need to have any special schooling or knowledge about a field of work in order to be able to complete the test. The only real requirement is that you be able to read and write.

The test itself will take about one hour and ten minutes to complete. I will give you complete instructions on how to do the test and then if you have any other questions,

[illegible] of the history of the Interim Committee could only serve to the disadvantage of the Democratic Party.

Does he not have a point. Some personal confrontation would provide a climax if you were to. I'm interested [illegible] of the Harriet Dodge. It presents I've realized it [illegible] could result [illegible] Administration. That of this week regulates a study of some sort. The problem I am working on concerns the improvement of [illegible] relationship of the services.

I presume that you are wondering why I am interested in talking with you. In order to resolve the problem of which I spoke above, it is necessary for me to conduct a survey of persons already in the service to find out their feelings, attitudes, opinions, and ideas about various problems -- whether internal problems are responsibly viewed by the majority or whether those views are unrealistic and erroneous or whether there is a serious feeling about them. With [illegible], then, the part which you will have and accordingly the reason why I am interested in speaking with you. Since [illegible] is rather to Orientation, I have objected by saying some. I already have prejudgments of the basic conclusion to conduct the study. I promise that the results of the study will be made to the proper authorities in the Department so that you may be [illegible] to see what [illegible] and also because it doesn't [illegible] those views from survey personnel. It is necessary to give you a basis. This fact is not a part in the range of the most which is most common. The instrument, which you are trying answer or to right concerns to the alternative about which you will refer -- the survey will designate in your own [illegible] feelings. You may recall that I may [illegible] but that doesn't necessarily mean that I am right and you are wrong. Then, you see that it is just not [illegible] take that I am after. Particularly, you don't need to have any special [illegible] about a field of work in order to be able to complete the task. The only requirement is that you be able to read and write.

The last [illegible] will take about one hour and two minutes to complete. I will give you [illegible] in how to do the best and then if you have any other questions,

I will be glad to answer them.

The results of the test will be held strictly confidential. I'm going to assign each one of you a number before the test begins and any time your name is asked for, write or give the number which has been assigned to you. There will be only one key between name and number and this I will have in my possession. No one else will have access to the key, I can assure you. So far as the results affecting you in your unit, they will neither help nor hinder you. Anything which is discovered, will not be revealed to your officer's and NCO's. Any reports which will be made of the study will be in the form of group reports -- i.e., on any specific situation it will be reported as "the group as a whole felt thus and so about this particular situation." If it is necessary to refer to individuals for any reason, and I don't think it will be, the report will be in the nature of referring to case number __ presented a particular idea. Your name will never be mentioned as such in regard to any of the findings. You will be excused from any work details during the course of the test.

With the information which I have outlined above, I would now like to know if you will consent to going along with me in taking the test. I want to reemphasize the point that the results of the test will not jeopardize you in being separated from the service; neither will they be able to get you out of the service if that is your desire. If you do not desire to take the test, I can assure you that the opinion of your superiors will not be effected one way or another. I want your participation to be entirely voluntary and I'll tell you why. If you were forced to take these tests, you would not be happy about it and chances are you would give me all kinds of foolish answers to the situations. I don't want these kinds of answers for they will do me no good nor will they be of any value to you nor to the people in the future who stand to benefit from this survey. For this test to give me good results, the persons taking it must be as completely truthful as possible. Therefore, if you feel any sort of animosity toward the test, please tell me now and I will allow you to go. Again, if you do not desire to participate, it will not be held against you.

All right, since you have indicated that you desire to take the test I would like to get some personal information about you. This information I could get from your service record books but it will be easier and quicker if I get it from you directly.

I will be glad to answer them.

The specifics of the test will be held strictly confidential. I'm going to require each one of you a random determination to give this person your honest opinion. In return there will be only one duty between them and neither one of you is by possession. No one else will have access to the key, I can assure you. Any duplicate will be made of the already will be in the form of sound recording — I'm, you may remember although it will be required to copy the original and keep it. Also required will be in the event of the illness or death of the test.

With the information which I have mentioned above, I would now like to know if you will volunteer to be tested. I want to emphasize that participation is entirely voluntary; nothing will stop you from withdrawing at any time. If you do not volunteer, I can assure you that your name will not be mentioned in connection with the test. Please call me at my office, 555-1212, if you have any questions or decision. I look forward to your response.

Sincerely,

Dr. Jonathan Hall

P.S. Please call me at my office, 555-1212, if you have any questions or decision. I look forward to your response.

Before you leave now are there any questions which you would like to ask before coming in to take the test on _____. Your prison officials will let you know exactly when and where to report for the test. If you have a pencil or can get one, bring it along when you come to the test. Once again, the reason for the test is to determine how service people feel about certain pictured situations with the ultimate idea being to improve the personnel practices of the services.

You may go now and send the next man in, please.

APPENDIX IV

Operational definitions of the needs, emotions, and press variables applicable to the present study. All listings are alphabetically arranged.

Needs

Abasement: To submit to coercion or restraint in order to avoid blame, punishment, pain, or death. To suffer a disagreeable press (insult, injury, defeat) without opposition. To confess, apologize, promise to do better, atone, reform. To resign himself passively to scarcely bearable conditions. Masochism.

Achievement: To work at something important with energy and persistence. To strive to accomplish something creditable. To get ahead in business, to persuade or lead a group, to create something. Ambition manifested in action.

Affiliation: To draw near and enjoyably cooperate or reciprocate with others. Another who resembles the subject or who likes the subject. To please and win affection of another. To adhere and remain loyal to a friend.

Aggression: a. Emotional and Verbal. To hate (whether or not the feeling is expressed in words). To get angry. To engage in a verbal quarrel; to curse, criticize, belittle, reprove, blame, ridicule. To excite aggression against another person by public criticism.

b. Destruction. To attack or kill an animal. To break, smash, burn, or destroy a physical object.

c. Physical, Asocial. To hold up, attack, injure, or kill a human being unlawfully. To initiate a fight against legally constituted authorities. To fight against his own country. Sadism.

d. Physical, Social. To fight or kill in self-defense or in defense of a loved object. To avenge an unprovoked insult. To fight for his country or for a good cause. To punish an offense. To pursue, catch, or imprison a criminal or enemy.

Autonomy: To get free, shake off restraint, break out of confinement. To resist coercion and restriction. To avoid or quit activities prescribed by domineering authorities. To be independent and free to act according to impulse. To be unattached, unconditioned, irresponsible. To defy convention.

Exercise 12

Complete definitions of the words, supplying any words necessary to the general sense. All inflections are allowable.

Trade

Commerce: To submit to exercise or training in order to avoid illness, unpleasant pain, or death. To suffer a disagreeable stress (inward, injury, outward) without opposition. To change, substitute, produce so or before, given, perform, to pass if passed peacefully to economically favorable conditions, therefore.

Industrious: To wood as something injurious with energy and persistence. To strive to accomplish something worthwhile. To get ahead in business, to persuade or lead a group, to create something. Ambition manifested in action.

Affiliation: To come under and voluntarily cooperate to establish with others, country who possesses its subject or the items the subject. To please and win affection of another. To admire and commit loyal to a friend.

Acquaintance n. *Emotional and Verbal*. To lack (obvious or not the feeling is expressed in words). To get angry. To engage in a verbal quarrel; be aware, exhibits, initiate, express, blame, criticize. To begin aggravation against another person by public activities.

b. *Inconsiderate*. To attack or kill an animal. To break, smash, harm or destroy a physical object.

c. *Physical Injury*. To hurt by, attack, injure, or kill a human being wrongfully. To initiate a fight against family considered enemies. To fight against his own country, nation.

d. *Property, Goods*. To fight or kill in self-defense or in defense of a loved object. To assume an unnecessary risk. To fight for his country or for a good cause. To profit an others. To pursue, obtain, or negotiate a contract or treaty.

Relationship: To get free, shake off monopolist, break out of conditions. To realize coercion and restrictions. To avoid to quit activities prevented by threatening retaliation. To be independent and free to act according to duties. To be rational, unemotional, irresponsible. To defy convention.

Blamavoidance: To avoid blame or rejection (loss of affection). To inhibit asocial impulses and to perform acts in order not to be rebuked by others. To be inoffensive.

Counteraction: To master or make up for failure by restriving. To obliterate a humiliation by resumed action.

Defendence: To defend the self against assault, criticism and blame. To conceal or justify a misdeed, failure or humiliation. To vindicate the Ego.

Deference: To admire and support a superior other. To praise, honor, or eulogize. To yield eagerly to the influence of an allied other. To emulate an exemplar. To conform to custom.

Dominance: To try to influence the behavior, sentiments, or ideas of others. To work for an executive position. To lead, manage, govern. To coerce, restrain, imprison.

Exhibition: To make an impression. To be seen and heard. To excite, amaze, fascinate, entertain, shock, intrigue, amuse, or entice others.

Harmavoidance: To avoid pain, physical injury, illness, and death. To escape from a dangerous situation. To take precautionary measures.

Infavoidance: To avoid humiliation. To quit embarrassing situations or to avoid conditions which may lead to belittlement; the scorn, derision, or indifference of others. To refrain from action because of the fear of failure.

Intragression: To blame, criticize, reprove, or belittle himself for wrongdoing, stupidity, or failure. To suffer feelings of inferiority, guilt, remorse. To punish himself physically. To commit suicide.

Intranurturance: To comfort himself, self-pity. To get some enjoyment out of his own grief. To seek consolation in liquor or drugs.

Nurturance: To express sympathy in action. To be kind and considerate of the feelings of others, to encourage, pity, and console. To aid, protect, defend, or rescue an object.

Order: To put things in order. To achieve cleanliness, arrangement, organization, balance, neatness, tidiness, and precision.

Order: To put things in order, to achieve cleanliness, arrangement, completeness, balance, neatness, system, and precision.

Perfection: To do well the self against assault, criticism and flaws. To succeed or justify a standard, fatigue or hesitation. To maintain the ego.

Patience: To endure and approach a superior other, to permit, honor, or tolerate, to yield elegantly to the initiative of an allied other. To maintain an composure. To restore to wanton.

Temperance: To key in to balance the behavior, sentiments, or items of others. To work for an emotive durability. To limit, manage, govern, to control, moderate, temperate.

Fortitude: To make an improvement, to be keen and sound. To assist, cause, inscribe, entertain, absorb, befriend, manage, or aright others.

Prudence: To avoid pain, physical injury, illness, and death. To change from a dangerous situation, to take preventive measures.

Judgment: To avoid hostility, to gain endorsements situations or to avoid conditions which may lead to hostility among the group, decision, or inefficiencies of others. To restore from unfair estimate of the fear of injury.

Intelligence: To clear, criticize, reserve, or initiate toward the investigation, objectivity, or feelings. To restore feelings of interest, guilt, reserve. To permit self-objectivity, to remain neutral.

Perseverance: To endure tension, self-pity, to get some enjoyment out of his own power, to seek consolation in disgust or hunger.

Industriousness: To endure sympathy in action. To be kind and considerate of the feelings of others, to converse, gain and console. To aid, protect, defend, or reduce an object.

Passivity: To enjoy quietude, relaxation, sleep. To feel tired or lazy after very little effort. To enjoy passive contemplation or the reception of sensuous impressions. To yield to others out of apathy and inertia.

Play: The tendency to act for "fun", without further purpose.

Rejection: To exclude, abandon, expel, or remain indifferent to an inferior.

Sentience: To seek and enjoy sensuous impressions.

Sex: To seek and enjoy the company of the opposite sex. To have sexual relations. To fall in love, to get married.

Succorance: To seek aid or consolation. To ask or depend on someone else for encouragement, forgiveness, support, protection, care. To enjoy receiving sympathy, nourishment, or useful gifts. To feel lonely in solitude, homesick in a strange place, helpless in a crisis.

Understanding: To ask or answer general questions; interest in theory. The inclination to analyze events and generalize; discussion and argument; emphasis on logic and reason; self-correction and criticism; the habit of stating opinion precisely; deep interest in abstract formulations.

Emotions

Anxiety: Startledness, apprehension, timidity, worry, fear.

Conflict: A state of uncertainty, indecision, or perplexity. A momentary or enduring opposition between impulses, needs, desires, aims. Moral conflict. Paralyzing inhibitions.

Change: To experience a marked change of feeling toward someone. To be fitful, inconsistent, or unstable in his affections. To exhibit fluctuations of mood or temper; the occurrence of exaltation and depression in one story. To be intolerant of sameness and constancy. To seek new people, new interests, a new vocation.

Dejection: The experiencing of a feeling of disappointment, disillusionment, depression, sorrow, unhappiness, melancholy, despair.

Distrust: To regard with doubt or suspicion; the lack of trust.

Ego Ideal: The operation of images portraying the subject achieving noteworthy successes. High levels of aspiration.

Exaltation: The elation of mind or feeling; rapture.

Jealousy: To enviously resent a successful rival or the possessor of any coveted advantage; to demonstrate a mental uneasiness from suspicion or fear of rivalry.

Superego Conflict: Pangs of conscience, guilt feelings, remorse, obsessions of doom and disaster, depressions.

Press

Affiliation: a. Associative. The hero has one or more friends or sociable companions. He is a member of a congenial group.

b. Emotional. A person (parent, relative, lover) is affectionately devoted to the hero. The hero has a love affair (mutual) or gets married.

Aggression: a. Emotional and Verbal. Someone hates the hero or gets angry with him. He is criticized, reprimanded, belittled, ridiculed, cursed, threatened. A person slanders him behind his back. Verbal quarrel.

b. Destruction of Property. A person damages or destroys the hero's possessions.

c. Physical, Asocial. A criminal or gang assaults, injures, or kills the hero. A person starts a fight and the hero defends himself.

d. Physical, Social. The hero is in the wrong (he is an aggressor or criminal) and someone attacks back, pursues, imprisons, or kills the hero. Some legitimate authority (parent, police) punishes the hero.

Dominance: a. Coercion. Someone tries to force the hero to do something. He is exposed to commands, orders, or forceful arguments.

b. Inducement, Seduction. A person tries to influence the hero (to do something or not to do something) by gentle persuasion, encouragement, clever strategy or seduction.

c. Restraint. A person tries to prevent the hero from doing something. He is restrained or imprisoned.

Lack, Loss: a. Lack. The hero lacks what he needs to live, to succeed, or to be happy. He is poor, family is destitute; he lacks status, influence, friends. There are no opportunities for pleasure or advancement.

b. Loss. Same as Lack except here the hero loses something or someone (death of loved object) in the course of the story.

Nurturance: A person nourishes, protects, aids, encourages, consoles, or forgives the hero.

Physical Danger: a. Active. The hero is exposed to active physical dangers from non-human forces: savage animal, collision of train, lightning, storm at sea, (including bombardment).

b. Insupport. The hero is exposed to the danger of falling or drowning. His car overturns; his ship is wrecked; his airplane is injured; he is on the edge of a precipice.

Physical Injury: The hero is hurt by a person (aggression) or by an animal or accident (physical danger). His body is mutilated or disfigured.

Rejection: A person rejects, scorns, repudiates, refuses to help, leaves, or is indifferent to the hero. A loved object is unfaithful. The hero is unpopular or not accepted for a position. He is fired from his job.

Instructions n. Computer. Sequence coded in binary into data or computer, that is executed, as command, command, or instructional statement.

v. Implement, instruct. A person hired to instruct the boss (a co-worker or not to do something) by public instruction, encouragement, clever strategy or education.

a. Instructed. A person urged to pursue the boss cross during conversation, or is restricted or imprisoned.

Jail, jugs n. Cash. The boss funds could be needs to live, to succeed, or to be happy. To be over, really is destitute! Is taxes status, inflations, returns. There are no opportunities for pleasure or advancement.

v. Jugs. Lose or lands enough bars the boss taxes something or someone (death of loved object) in the escape of the story.

Journeyman A person nonviolent, proverbs, aids, encouragement, operates, or footsteps the boss.

Journal keeper n. Entry. The boss is supposed or entry physical changes (see sole-bosses records average actual, malfunctions of events, litigations, alarm at sea, (implanting heartbeat).

v. Foreground. The boss is opposed to the danger of failing or drowning. Like war overcharge? His voice is wounded his airplane is injured by is on the edge of a precipice.

Journal industry the boss is taxes by a person (supervisions) or by an animal or vehicles (physical damage). His body is mutilated or diarrhea.

Injunction: a person workers, sources, organizations, refuses to rely, itself, or is initialized by the boss. A level control is unethical. The boss is physician or not accepted for a position. Is in trust from his ips.

APPENDIX V

Variety of themes elicited from each picture included in the Unstructured Thematic Picture Test.

Picture No. 1

On ship heading overseas.
On ship heading for combat.
On way back from overseas.
On a submarine.
In prison.
Prisoners of war.
Subject bemoans life in the service.
In combat.
Thinking of home.
Contemplating their past.

Picture No. 2

Lull in frontline combat.
Lull in training activities.
Leaving combat action.
Prisoners of war.
Leaving for overseas on a ship.
Receiving last minute instructions before combat action.
Awaiting enemy attack from a fox-hole.
Receiving criticism from a leader.
War overseas.
Thoughts of the group without locating them.
Expresses displeasure with the test.
Awaiting reenforcements.
Being transferred from one combat action to another.
Carrying dead buddies into a ship.
Boarding aircraft for a combat jump mission.
In a small boat headed for an assault landing.
At burial of their leader.
In combat contemplating future.

Picture No. 3

Hiding from an unknown enemy.
Studying terrain map.
A geologist studying terrain map.
In foxhole surrounded by the enemy.

APPENDIX X

Survey of items utilized from each player inventory in the Unstructured Dramatic Fighter Test.

Fighter No. 1

to ride bucking creatures.
to ride jousting for combat.
to use lance from racehorse.
on a wheeled.
to ration.
Tolerance of war.
Support European life in the aeration.
In combat.
Training of team.
Coming-jousting single pair.

Fighter No. 2

Call in friendly combat.
Call in resisting activities.
Leaving combat action.
Delivery of war.
Leaving for everyone on a mile.
Executive final objects instructions before combat action.
Awaiting enemy attack from a far-back.
Operating activities from a leader.
Use overseas.
Thought of the group without locating team.
Interfere duplicates with the war.
Assisting reinforcements.
Being threatened from one combat action to combine.
Carrying coat training into a unit.
Executing already for a combat jump mission.
It a unit last tested for an enemy location.
As leader of their leader.
In enemy overexploiting future.

Fighter No. 3

Acting from an advance enemy.
Studying several map.
A geologist studying several map.
In Canada overcrowded by the enemy.

Picture No. 3 (continued)

Trying to locate an enemy position on a terrain map.
A cornered criminal.
First days of basic training.
In a duck blind.
Has gotten Bad Conduct Discharge and description of resultant hard times.
An astronomer who has made a terrain model of the moon.
Murdered.
In combat action.
Looking at a mountain expecting a volcano to erupt.
A murderer but law catches and kills him.
Climbing a mountain and is pushed off by wife's suitor.
Taking pictures behind a mountain.
Demonstrating the wrong way to look at the enemy.
Writing critique of a field problem.
Watching model trains through a store window.
An architect building many housing projects.
Looking at a high mountain.
A zoologist after a snake.

Picture No. 4

The eternal triangle (man-wife-girl friend).
Trying to decide between the girls.
Thinking of the girl he left behind when the services called.
Engages in lurid sex scenes with the depicted women.
Girls thinking about same man.
Trying to decide between AOL or go back to camp.
Worrying about illicit activities with pictured women.
Tries to save one of the girls who is in distress.
Man is lonely; one girl is sad; other girl is restive.
Thinking of seriously ill wife.
Has no door to his office.
With one of girls and the other tries to lure him away.
One girl is pregnant and he is forced to marry her even though he loves the other.
Developing a cover photo for a magazine.

Picture No. 5

Prisoner of war being tortured.
A boxer.
A swimmer.
A drug addict.

Picture No. 3 (continued)

Trying to locate an empty position on a turnip map.
A concerned criminal.
Three days of basic training.
In a dark blind.
Has gotten bad footwear discharge and description of recruit-
ang base items.
An astronomer who has made a decrepit model of the moon.
Hop-headed.
In combat action.
Leaning at a mountain exposing a voltage to output.
A musician has the nerves and skills him.
Climbing a mountain and is pushed off by wife's suitor.
Making pictures behind a moustache.
Deconstructing the wrong way to look at the enemy.
Putting critique of a field problem.
Violating model train through a store window.
An architect building many counting peoples.
Looking at a high mountain.
A neolithic screw a snake.

Picture No. 4

The covered triangle (man-wife-girl friend).
Trying to decide between the virgin.
Thinking of the girl he left behind when the marines called.
Imagine is lured was course with the depicted woman.
Girls thinking about each man.
Trying to decide between AOL or go back to camp.
worrying about little boyfriend with pierced woman.
Tries to save one of the girls who is in distress.
Man is lonely; one girl is only other girl is nothing.
Thinking of marriage if wife.
Has no cover to his office.
With one of girls and the other tries to turn him away.
One girl is pregnant and he is forced to marry her even
though he loves the other.
Developing a rover photo car a magazine.

Picture No. 5

Instance of man being tempted.
A tempt.
A watcher.
A drug addict.

Picture No. 5 (continued)

A pole-vaulter.
Enduring hardships of basic training.
Superman's brother learning to fly.
A track runner.
A sun bather.
Beaten by unknown assailant.
In prison and being beaten.
In pain or praying.
Track high jumper.
A peasant being tortured for violation of the King's ordnance.
A prisoner of war praying for protection.
A posed subject for a photograph.
Found dead in this position after combat action.

Picture No. 6

Doctors ready to begin serious operation.
Patient receiving serious operation.
Doctors beginning operation for:
- Plastic surgery.
- Delivering a baby.

Patient receiving operation for:
- Auto accident injury.
- Appendicitis.
- Polio.
- Cancer.
- Football accident.
- Ammunition dump explosion accident.
- Heart attack.
- Injury received in crash of rocket trip to the moon.
- Gunshot wound.

Description of doctors and his helpers.
Description of importance of doctor's skill to welfare of man.
Doctor performing first operation.
Doctors demonstrating operation to interne.

Picture No. 7

Contemplating future after confinement is ended.
Lurid sex scene.
Thinking of how marriage has gone afoul.

Picture No. 2 (continued)

A role-reversal.
Teaching initiative or basic creativity.
Experience's greater importance to Fly.
A tough parent.
A new notion.
Tested by various examiners.
In prison and being beaten.
In pain or crying.
Truly ugly person.
A parent being tortured for violations of the King's ordinance.
A picture of war preying for intervention.
A second subject for a photograph.
Found dead in this position after sunset.

Picture No. 6

Doctors ready to begin serious operation.
Patient receiving serious operation.
Doctors beginning operation for
    Plastic surgery.
    Delivering a baby.
Patient receiving operation for
    Rare nervous injury.
    Appendicitis.
    Polio.
    Cancer.
    Football accident.
    Ammunition dump explosion accident.
    Heart attack.
    Injury received in crash of racing bike in
        the moon.
    Wrestler pound.
Description of doctors and his culture.
Description of importance of doctor's skill in welfare of man.
Doctor performing first operation.
Doctors communicating operation to lecture.

Picture No. 7

Contemplating future after graduation in medical.
Light and stars.
Thinking of how marriage has gone about.

Picture No. 7 (continued)

Given a second puppy to replace original which got killed.
Receiving discharge from service.
Hit and killed by automobile.
Family gathered around a television set.
Goes blind and description of feelings.
In football stadium for first game of the season.
Description of a combat action.
Writing girl friend to tell her to drop him for he is no good.
Thinking of the mess he has made of his life.
A hunter after game.
Lying under a tree watching birds build their nest.
Sketch of home and return from service to it.
Walking home with the girl of his dreams.
Marries high school sweetheart and now in old age.
At sea on a ship when a big storm blows up.
Writing letter and borrowing cigarettes from his buddies.
Description of the contribution which parents had made to life.
Being consoled by chaplain for having gotten into trouble.
Apprehended by FBI and imprisoned.
Aircraft pilot makes successful emergency landing.
A photographer taking an unusual picture.
Goes home and marries high school sweetheart.
Running away from home to get married.
Preparing for debut on television.
On liberty trying to pick up girls.
Desires new automobile.
A baseball player.

Figure No. 7 (continued)

APPENDIX VI

Completed worksheets used in the analysis of the stories elicited by the Unstructured Thematic Picture Test for each subject. First number in parenthesis represents picture number; second number represents the number of words elicited for that picture.

Subject No. 1

(1) (116) Hero: The group. Needs: Achievement, Aggression (P,S), Sex, Succorance, Affiliation. Emotions: Conflict, Dejection, Anxiety, Superego (C). Press: Affiliation (E), Affiliation (A), Dominance (C). Outcome: None evident. Theme: Thoughts of the group as they are on a ship headed overseas.

(2) (149) Hero: Cigarette smoker. Needs: Achievement, Aggression (P,S), Affiliation. Emotions: Conflict, Superego (C). Press: Affiliation (A), Dominance (C). Outcome: None evident. Theme: Hero is being given a lecture but he pays no attention.

(3) (120) Hero: The man. Needs: Achievement, Aggression (P,S), Dominance. Emotions: Ego Ideal. Press: Aggression (E and V). Outcome: Hidden enemy gun removed. Theme: Hero is studying terrain map to locate enemy gun position.

(4) (119) Hero: The man. Needs: Sex, Succorance, Affiliation, Sentence, Blamavoidance, Order. Emotions: Conflict, Dejection, Anxiety. Press: Affiliation (E), Dominance (I, S). Outcome: Hero stays with his wife. Theme: The eternal triangle.

(5) (104) Hero: The man. Needs: Achievement, Aggression (P,S), Succorance. Emotions: Conflict, Dejection, Anxiety, Superego (C). Press: Aggression (E and V), Dominance (C), Loss, Physical Danger (A), Physical Injury. Outcome: None evident. Theme: Hero is a prisoner of war being tortured.

(6) (88) Hero: The doctors. Needs: Achievement, Dominance, Nurturance, Affiliation, Blamavoidance, Infavoidance. Emotions: Conflict, Ego Ideal. Press: Affiliation (A). Outcome: None evident. Theme: Heroes ready to begin serious operation.

(7) (134) Hero: A family circle. Needs: Passivity, Succorance, Affiliation, Infavoidance, Play. Emotions: Affiliation (E). Outcome: All enjoying a television program. Theme: Heroes gathered around a television set.

Twelve Oz. I

(1) (110) Have: the group. Needs: relievement, aggression (2,3), see, housekeeper, Affiliation. Emotions: conflict, depression, anxiety, suspenseful (5). Dreams: Affiliation (2), Affiliation (4), Emotions (5). Outcomes: Some evident. Theme: Study of the group as they are on a dirty beard overseas.

(2) (140) Have: objective number, Needs: Achievement, Aggression (1,3), Affiliation, Emotions: conflict, Depression (2 and 4). Press: Affiliation (4), Dominance (5). Outcomes: Some evil. Theme: Study is being given a lecture but is page no attention.

(3) (120) Have: the man. Needs: Achievement, Aggression (1,3), Dominance. Emotions: Type Libel. Press: Aggression (2 and 4). Outcomes: Problem enough can remained. Theme: Hero is studying necessity map is locate enemy can position.

(4) (130) Have: the man. Needs: Sex, Succorance, Affiliation, Rejection, Inferiority. Press: Affiliation (2), Dominance (2, 5). Outcomes: Hero stays with his wife. Theme: The eternal triangle.

(5) (120) Have: the man. Needs: Achievement, Aggression (3,5), Dominance, Affiliation, Discrimination, Dominance. Emotions: Conflict, Interaction, Anxiety, Depression (6). Press: Aggression (1 and 4), Dominance (6), Love, Physical Danger (4). Physical Injury. Outcomes: Some evident. Theme: Hero is a prisoner of war being tortured.

(6) (80) Have: the doctors. Needs: Achievement, Dominance, Succorance, Affiliation, Sympathetic. Emotions: Conflict, Interaction, Anxiety, Depression. Press: Aggression (1 and 4), Dominance (6), Love, Physical Danger (4). Physical Injury. Outcomes: Some evident. Theme: Hero is a prisoner of war being tortured.

(7) (130) Have: a family clinic. Needs: Passivity, Succorance, Affiliation, Infrequence, Play. Emotions: Affiliation (2). Outcomes: All enjoying a television program. Theme: Hero can explored around a television set.

Subject No. 2

(1) (90) Hero: The group. Needs: Achievement, Aggression (P,S), Sex, Succorance, Affiliation. Emotions: Conflict, Emotional Change, Dejection, Anxiety. Press: Affiliation (E), Dominance (R), Lack, Physical Danger (A). Outcome: None evident. Theme: Heroes on ship heading for enemy shores.

(2) (101) Hero: The Group. Needs: Achievement, Aggression (P,S), Succorance, Affiliation. Emotions: Conflict, Dejection, Anxiety. Press: Affiliation (A), Dominance (R), Lack, Physical Danger (A). Outcome: None evident. Theme: Heroes in a lull of front line fighting.

(3) (97) Hero: The man. Needs: Achievement, Dominance, Aggression (P,S), Affiliation, Order. Emotions: Dejection, Anxiety, Ego Ideal. Press: Affiliation (A), Dominance (R), Physical Danger (A). Outcome: Hero goes on about his work. Theme: Hero is a map maker for a front line unit.

(4) (76) Hero: The man. Needs: Intragression, Sex, Succorance, Affiliation, Autonomy, Sentience. Emotions: Conflict, Emotional Change, Dejection, Anxiety, Superego (C), Press: Affiliation (E), Dominance (R). Outcome: None evident. Theme: Hero trying to decide whether to go AOL or stay at home with his wife.

(5) (74) Hero: The man. Needs: Aggression (P,S), Succorance, Autonomy. Emotions: Conflict, Dejection, Anxiety, Superego (C). Press: Aggression (E and V), Dominance (C), Physical Injury. Outcome: Hero killed or injured for life. Theme: Hero captured by enemy and being tortured.

(6) (120) Hero: Unseen Patient. Needs: Succorance, Harm-avoidance. Emotions: Conflict, Dejection, Anxiety. Press: Dominance (R), Nurturance, Physical Danger (A), Physical Injury. Outcome: None evident. Theme: Hero receiving a major operation.

(7) (100) Hero: Subject. Needs: Succorance. Emotions: Conflict, Dejection, Anxiety, Superego conflict. Press: Dominance (R), Loss, Physical Injury. Outcome: None evident. Theme: Hero goes blind and describes his feelings.

Problem No. 9

(1) (90) Actor: The Envoy. Medium: Landowners, Corporation (3,3), Men. Treacherous, Artificial, Emotionless Conflict, Emotions through Injection, Anxiety. Threat: Artificial Intelligence (3), Lead, Physical Danger (3). Outcome: More artifacts. Theme: Science as only Creating Fun among others.

(2) (321) Actor: The Group. Threat: Destruction, Aggression (3,3), Performance, Artificial, Emotional Conflict, Relationship, Anxiety. Threat: Artificial (4), Destruction [3], Loss, Physical Danger (4). Outcome: More evidence. Theme: Humans in a Duel of Trust (Sad Ending).

(3) (37) Actor: The Man. Media: Artillery, Destruction, Aggression (3,3), Artificial, Order. Emotions: Rejection, Anxiety, Old Idea. Threat: Artificial (3), Destroyed (3), Physical Danger (4). Outcome: More ideas on about his work. Theme: Envy is Any Actor for a Truth Into Art.

(4) (76) Actor: The Man. Media: Interpretation, Car, Interpret, Artificial, Autonomy, Emotions. Emotions: Rejection, Old, Theatrical Change, Rejection, Anxiety, Technology (3), Threat: Artificial (3), Destroyed (3), Outcome: Idea to Start Into Art. Theme: Envy is Any Actor for a Truth Into Art.

(5) (73) Actor: The Man. Media: Augmentation (3,3), Interpretation, Anxiety. Emotions: Conflict, Rejection, Anxiety, Old, Theatrical Change (3), Threat: Artificial (4), Destruction [3], Loss, Physical Danger (4). Outcome: More evidence. Theme: Envy is Any Actor for a Truth Into Art.

(6) (120) Actor: Human Artwork. Media: Awareness, Interpretation, Emotions: Emotions, Conflict, Rejection, Anxiety. Threat: Destruction (3). Outcome: More evidence. Theme: Envy is Any Actor for a Truth Into Art.

(7) (160) Actor: Subject. Media: Interpretation. Emotions: Conflict, Rejection, Anxiety, Relationship, Anxiety. Threat: Destruction (3), Loss, Physical Injury. Outcome: More evidence. Theme: Envy is Any Actor for a Truth Into Art.

Subject No. 3

(1) (121) Hero: The group. Needs: Achievement, Aggression (P,S), Succorance, Affiliation. Emotions: Conflict, Dejection, Anxiety. Press: Affiliation (A), Dominance (C), Physical Danger (A). Outcome: None evident. Theme: Heroes in battle.

(2) (95) Hero: The group. Needs: Achievement, Aggression (P,S), Succorance, Affiliation. Emotions: Conflict, Dejection, Anxiety. Press: Affiliation (A), Dominance (C), Nurturance, Physical Danger (A), Physical Injury. Outcome: Heroes get through battle successfully. Theme: Heroes are in a lull in fighting.

(3) (30) Hero: The man. Needs: Achievement, Order. Emotions: Ego Ideal. Press: None. Outcome: None evident. Theme: Map worker for field use.

(4) (86) Hero: The man. Needs: Intragression, Sex, Intranurturance, Sentience, Play. Emotions: Conflict, Dejection, Anxiety, Superego (C). Press: Affiliation (E), Aggression (P,S). Outcome: Hero goes crazy over worrying about his deeds. Theme: Hero is worrying about his deeds with the pictured women.

(5) (88) Hero: The man. Needs: Aggression (P,S), Succorance. Emotions: Conflict, Dejection, Anxiety, Superego (C). Press: Aggression (E and V), Dominance (C), Loss, Physical Danger (A), Physical Injury. Outcome: Hero is killed. Theme: Hero is being tortured by the enemy.

(6) (104) Hero: Unseen patient. Needs: Achievement. Emotions: Conflict, Change, Dejection, Anxiety. Press: Nurturance, Physical Danger (A), Physical Injury, Outcome: Patient recovers. Theme: Hero is being operated on for something serious.

(7) (112) Hero: A football player. Needs: Achievement, Dominance, Affiliation, Exhibition, Play. Emotions: Exaltation. Press: Affiliation (A), Dejection. Outcome: None evident. Theme: A football stadium for the first game of season.

Bibliography

Subject No. 4

(1) (11) Hero: The group. Needs: Achievement, Aggression (P,S) Succorance, Affiliation. Emotions: Conflict, Dejection, Anxiety. Press: Affiliation (A), Dominance (R), Physical Danger (A). Outcome: None evident. Theme: War overseas.

(2) (27) Hero: The group. Needs: Achievement, Aggression (P,S), Affiliation, Succorance. Emotions: Conflict, Dejection, Anxiety. Press: Affiliation (A), Dominance (R), Physical Danger (A). Outcome: None evident. Theme: War overseas.

(3) (0) Unscorable.

(4) (25) Hero: The man. Needs: Sex, Affiliatin, Sentience, Play. Emotions: Conflict. Press: Affiliation (E), Outcome: None evident. Theme: Hero trying to figure which girl to marry.

(5) (0) Unscorable.

(6) (0) Unscorable.

(7) (0) Unscorable.

Problem No. 8

(1) (12) Guess the prime. Needs: indirection, aggravation [2,4] Inconvenience, difficulties. Receives: Overtime (3), Tedium, Frustration, Anxiety, Tirade: difficulties (4), Sanctions (1), Frustrated Lawyer (4). Overcome: Some evidence. Tirade: the overcome.

(2) (17) Guess the prime. Needs: indirection, aggravation [2,4] difficulties, Inconvenience. Receives: Sanctions, Conflict, Duplication, Waiting. Tirade: difficulties (4), Sanctions (R), Frustrated Lawyer (3). Overcome: Some evidence. Tirade: the overcome.

(3) (6) Unrecoverable.

(4) (15) Guess the mod. Needs: sec. difficulties, Inconvenience, Duplication: Tirade: difficulties (3), Outcome: Some evidence. Tirade: Guess varied to figure value: plus to notify.

(5) (6) Unrecoverable.

(6) (6) Unrecoverable.

(7) (6) Unrecoverable.

Subject No. 5

(1) (86) Hero: The group. Needs: Achievement, Aggression (P,S), Succorance, Intranurturance, Affiliation. Press: Affiliation (A), Dominance (C), Loss, Physical Danger. Emotions: Conflict, Dejection, Anxiety. Outcome: None evident. Theme: Heroes on ship going overseas.

(2) (139) Hero: The group. Needs: Achievement, Aggression (P,S), Succorance, Affiliation, Order. Emotion: Conflict, Dejection, Anxiety. Press: Affiliation (E), Dominance (C), Nurturance. Outcome: None evident. Theme: Thoughts of the group without actually locating them.

(3) (43) Hero: The man. Needs: Achievement. Emotions: Ego Ideal. Press: none. Outcome: None evident. Theme: Officer trying to locate position of enemy on small scale map.

(4) (153) Hero: The man. Needs: Aggression (P,S), Sex, Affiliation, Sentience. Emotions: Conflict, Superego (C). Press: Affiliation (A), Aggression (P,A), Physical Injury. Outcome: Hero is killed. Theme: Hero tries to save a damsel in distress.

(5) (0) Unscorable.

(6) (74) Hero: The doctors. Needs: Achievement, Nurturance, Affiliation, Order. Emotions: Ego Ideal. Press: Affiliation (A). Outcome: None evident. Theme: Description of hero and his helpers.

(7) (75) Hero: American G.I.'s. Needs: Achievement, Aggression (P,S), Succorance, Affiliation. Emotions: Dejection, Superego (C). Press: Affiliation (A), Aggression (E and V), Dominance (C), Physical Danger (A), Physical Injury. Outcome: Korry G.I.'s killed. Theme: Story of Heartbreak Ridge in Korea.

(1) (80) Know the proof. Needs: knowledge, electricity (2,6), observation, instrument-ation (A), protection (C), love. Typical temple. Temple: conflict, objection, dangerous, accident. Problem: Book crimes, Jerry. Observe: Every U.I.'s killed. Theme: Theory of Shakespeare city is Korea.

(2) (339) Have the proof. Needs: achievement, application (2,6), observation, affiliation, order. Question: Conclusion, country. Trend: Affiliation (3), Declaration (D), Motivation. Children: Store evident. Theme: Example of the proof without actually imagine them.

(3) (42) Know the sun. Needs: achievement. Doctors: big ideal. Trees: done. Customer: Bone evident. Theme: different: perhaps to invent question of energy on small world.

(4) (321) Dance: Car sun. Needs: Application (2,3), Sea, Affiliation, invention. Question: Conclude: Employee (D). Trend: Affiliation (A), Application (2,3), Protect Infant. Customer: Born is killed. Theme: Have trees to save a Canada in disease.

(5) (D) Measurable.

(6) (74) Dance: The doctors. Needs: achievement, Day/purpose, affiliation, order. Emotions: Egg Ideal. Trees: Affiliation (A). Observation: Bone evident. Theme: Theory of Shakespeare.

(7) (73) Dance: Question U.I.'s. Needs: achievement, Application (2,5), Succession. Affiliation. Electron: Drive-ins. Mechanic (C). Trees: Affiliation (A), Application (Equal 7), Doctorate (4), Injured Cancer (A). Injured Jerry. Observe: Every U.I.'s killed. Theme: Theory of Shakespeare city is Korea.

Subject No. 6

(1) (90) Hero: The subject. Needs: Achievement, Intraggression, Sex, Succorance, Blamavoidance. Emotions: Conflict, Dejection. Press: Affiliation (E), Dominance (C). Outcome: None evident. Theme: Hero bemoaning his life in service.

(2) (68) Hero: The group. Needs: Achievement, Intranurturance. Emotions: Conflict, Change, Dejection, Exaltation. Press: Dominance (C). Outcome: None evident. Theme: Heroes during a break in a training hike.

(3) (68) Hero: The man. Needs: Achievement, Sex, Succorance. Emotions: Conflict, Dejection Anxiety. Press: Dominance (C), Loss. Outcome: None evident. Theme: Hero during his first days in basic.

(4) (85) Hero: The man. Needs: Achievement, Nurturance, Sex, Sentience, Succorance, Affiliation. Emotions: Conflict, Dejection. Anxiety. Press: Affiliation (E), Dominance (C), Loss. Outcome: None evident. Theme: Hero leaves his girl behind to fight for his country. He thinks of her now.

(5) (83) Hero: The man. Needs: Achievement, Intraggression, Sex, Succorance, blamavoidance. Emotions: Conflict, Change, Dejection. Press: Affiliation (E), Dominance (C), Loss. Outcome: None evident. Theme: Hero in basic.

(6) (71) Hero: Unseen patient. Needs: None. Emotions: Anxiety. Press: Nurturance, Physical Danger (A), Physical Injury. Outcome: Operation successful. Theme: Hero is on operating table.

(7) (122) Hero: A guy writing to his girl. Needs: Intragression, Nurturance, Sex, Succorance, Intranurturance. Emotions: Conflict, Dejection, Superego (C). Press: Loss. Outcome: None evident. Theme: Hero is writing to his girl friend to tell her to drop him since he is a foul ball.

(4) (20) Leave the subject. Needs: initiative, introduction, [illegible], procedures, [illegible] evidence. Prefer: Artificial (3), Dependable (2), Failure, Objective. Prefer: Dave becoming the life in society.

(8) (22) Open: The group. Needs: cultivation, intervention. Sensible: Useful, Change, Objection, Emotion, Prefer Instrument (2). Continue: Some evident. Prefer Dave leaving to be in a building with.

(3) (22) Leave: The sun. Needs: Addiction, Box, Invention, Sensible, Emotion, Conflict, Objection, Industry. Prefer Doctor (2), Lose. Overcome: Lose evident. Under: Have Another [illegible] Prefer Dave to be in a house.

(4) (20) Leave the sun. Needs: Initiative, Instruction, Idea, Sensible, Discussion, Artificial. Decision: Continue [illegible], Accident, Sensible: Need Artificial (3), Dependable (2), Lose. Overcome Some evident. Under: Have Dave to be in a house.

(9) (12) Leave the sea. Needs: Initiative, Introduction, Objection, Box, Invention, Discussion, Emotion: Confident, Objection, Change, Objection, Artificial (3), Dependable (2), Lose. Overcome Some evident. Under: Dave to be in a house.

(6) (21) Leave Dream exists. Needs: Rain. Decision: Industry. Prefer Mechanic, Physical Lawyer (2), Physical Injury. Cytosine Operation successful: Under Dave is on operating table.

(7) (12) Leave I pay existing to his girl. Needs: Invention, Reflection, Sea, Discussion, Insurance. Sensible: Confident, Conflict, Objection, Industry (2). Prefer: Lose. Outcome: Have evident. Under: Dave is working to his girl friend to bail her to help him about be in a food hall.

Subject No. 7

(1) (123) Hero: One of the group. Needs: Aggression (P,A). Emotions: Conflict, Superego (C). Press: Aggression (P,S), Dominance (R), Physical Injury. Outcome: Hero dies in electric chair. Theme: Hero is a murderer and is in prison.

(2) (110) Hero: The group. Needs: Achievement, Aggression (P.S), Succorance, Affiliation, Counteraction, Order. Emotions: Conflict, Change, Dejection, Anxiety, Exaltation, Ego Ideal. Press: Affiliation (A), Dominance (C), Physical Danger (A). Outcome: Heroes counterattack and win battle and war. Theme: Heroes waiting for reinforcements.

(3) (91) Hero: The man. Needs: Achievement, Destruction, Play. Emotions: Exaltation. Press: Ego Ideal. Outcome: Hero gets his ducks. Theme: Hero is a duck hunter waiting for them to come in.

(4) (83) Hero: The group. Needs: Passivity, Sex, Succorance. Emotions: Conflict, Change, Dejection. Press: Loss. Outcome: None evident. Theme: Man is lonely, one girl is sad and other girl is resting.

(5) (110) Hero: The man. Needs: Achievement, Dominance, Sex, Succorance, Affiliation, Counteraction. Emotions: Conflict, Dejection, Change, Exaltation, Ego Ideal. Press: Affiliation (E), Physical Danger (A), Physical Injury. Outcome: Hero comes back and wins fight. Theme: Hero is a boxer on the ropes.

(6) (95) Hero: The doctors. Needs: Achievement, Dominance, Nurturance, Succorance, Affiliation, Order. Emotions: Conflict, Anxiety, Ego Ideal. Press: Affiliation (A). Outcome: None evident. Theme: Heroes are performing a serious operation.

(7) (72) Hero: Subject. Needs: Achievement, Abasement, Intragression, Affiliation, Autonomy, Counteraction. Emotions: Conflict, Emotional change, Dejection, Superego (C), Ego Ideal. Press: None. Outcome: Hero reforms and makes a better life for himself. Theme: Hero immersed in thoughts of the mess he has made of his life.

Problem No. 7

(1) (110) Hero: The king. Wealth: Adventure, Journey, Ideal. Hero is a hero of the realm. Theme: Hero is tested in struggle for ideal.

(2) (111) Hero: The lover. Needs: Achievement, Impression, Dominance (n). Lovers: Lifestyle, Environment, Order, Dominance (n). Conflict: Romance, Infidelity, Jealousy, Relationship, Age Issues. Theme: Hero is a romantic and must win his love.

(3) (112) Hero: The hero. Needs: Autonomy, Impression, Play. Relations: Conflict. Theme: Hero is a quick thinker who must be seen in.

(4) (113) Hero: The group. Needs: Endurance, Dominance, Order, Dominance, Conflict, Change, Relation. Theme: Hero is a group member. Done evident. Theme: Hero is Loyalty, and will is not what other will is wanting.

(5) (114) Hero: The man. Needs: Achievement, Impression, Lifestyle, Lifestyle, Consumption. Enjoyment Dominance, Relationship, Change, Relation, Conflict (n). Physical Injury. Dominance (n). Physical Danger (s). Physical Danger (s). Physical Danger (s

Subject No. 8

(1) (71) Hero: The group. Needs: Achievement, Aggression (P,S), Succorance, Affiliation. Emotions: Conflict, Dejection, Anxiety, Superego (C). Press: Affiliation (A), Dominance (R), Lack, Physical Danger (A). Outcome: None evident. Theme: Heroes on ship leaving for overseas.

(2) (84) Hero: The group. Needs: Achievement, Aggression (P,S), Sex, Succorance, Affiliation. Emotions: Conflict, Dejection, Anxiety, Superego (C). Press: Affiliation (A), Dominance (R). Outcome: None evident. Theme: Heroes on a ship leaving for overseas.

(3) (73) Hero: The man. Needs: Aggression (P,S), Achievement, Succorance, Autonomy. Emotions: Conflict, Dejection, Anxiety, Superego (C). Press: Aggression (E and V), Dominance (R), Physical Danger (A), Physical Injury. Outcome: None evident. Theme: Hero hiding from some unseen enemy.

(4) (68) Hero: The man. Needs: Intraggression, Nurturance, Sex, Succorance, affiliation. Emotions: conflict, dejection, anxiety, superego (C). Press: Affiliation (E), Loss. Outcome: None evident. Theme: Heroes wife has been stricken ill and he thinks of her.

(5) (98) Hero: The man. Needs: Achievement, aggression (P,S), intraggression, succorance, blamavoidance, counteraction. Emotions: Conflict, dejection, anxiety, superego (C). Press: dominance (R), Physical danger (A), Physical injury. Outcome: None evident. Theme: Hero is a boxer who is knocked out.

(6) (87) Hero: The doctors. Needs: Achievement, dominance, nurturance, affiliation, order. Emotions: Conflict, anxiety, superego (C). Press: Affiliation (A). Outcome: None evident. Theme: Heroes performing a serious operation.

(7) (151) Hero: A young woman. Needs: Nurturance, affiliation, sex. Emotions: Conflict, dejection, anxiety, superego conflict. Press: Affiliatim (A), Loss, physical danger (I), physical injury. Outcome: Hero is killed. Theme: Hero returning from visit to sick brother and is hit and killed by another car.

(1) (72) Save: The guilty. Verdict: Acquittal, judgment, testimony (5,2). Conscience, difficulties, punishment, duty, lawful, judge, sentence (6). Prove: difficulties (4), evidence (5). Lawful, reported danger (4). Courage: good evidence. Time: Serve on duty jointly for overseas.

(2) (58) Serve the group. Death: punishment, appreciation (5,0), law, insurance, difficulties. Penalties: commitment, objection, lawful, judgment (6). Arrest: difficulties, lawful (4). Testimony, judgment (4). Courage: Give evidence (3,4) on a duty locally for overseas.

(3) (73) Serve the sea. Peace: appreciation (3,3). Autonomy, Judgment, testimony. Penalties: conflict, injury, Jobs, Accident, judgment (6). Crime: Accusation (2 and 5), Detainee (2), Expected jury, conviction (4), evidence (3). Crime: Have been found guilty of murder.

(4) (66) Serve the sea. Needs: Determination, Murder, law, lawyer, democracy, difficulties. Penalties: conflict, objection, anxiety, suppress (6). Prove: difficulties (2). Crime: Customer does evidence. Choose: Defense city must have expected 113 and be tolerant of her.

(5) (93) Serve the law. Needs: Authorities, suppression (5,5), Independence, autonomy, ultimatums, overturn, motion: Doctrine: Conflict, dejection, anxiety, suppression (6). Press: Contract (3), Physical energy (4), Physical injury. Defendant: Some evidence. Time: Serve in a body of the sea in simplest use.

(6) (57) Serve the decision. Needs: Authority, duty, law, Testimony: Conflict, anxiety, suppress (6). Prove: difficulties (2). Defense: Give evidence. Time: Serve prosecuting a military court.

(7) (22) Love: A press woman. Deaths Prosecution, difficulties, pay. Penalties: Conflict, dejection, anxiety, suppression (6). Prove: difficulties (4). Love, physical damage (2). Physical injury. Outcome: Have to stop hoping and be fit and killed by another car.

Subject No. 9

(1) (65) Hero: The group. Needs: Achievement, aggression (P,3), Sex, succorance, affiliation, autonomy, order. Emotions: Conflict, dejection. Press: Affiliation (A), Dominance (R), Nurturance. Outcome: Heroes stationed near their homes. Theme: Heroes on way back from overseas on a ship.

(2) (52) Hero: The group. Needs: Achievement, succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: None evident. Theme: Heroes being transferred from place to place on a boat between combat actions.

(3) (0) Unscorable.

(4) (37) Hero: The man. Needs: Intraggression, Sex, Sentience, play. Emotions: Conflict, exaltation, superego (C). Press: Affiliation (A). Outcome: None evident. Theme: Hero is at a place with many women.

(5) (12) Hero: The man. Needs: Achievement, play. Emotions: None. Press: None. Outcome: None evident. Theme: Hero is a swimmer.

(6)(27) Hero: Unseen patient. Needs: Infavoidance. Emotions: Conflict, dejection, superego (C). Press: Dominance (R), nurturance, physical danger (I), physical injury. Outcome: None evident. Theme: Hero in car accident and now on operating table.

(7) (0) Unscorable.

(1) (65) Study: The press. Media: Advertisement, depression (3,1). Sea, mountains, difficulties, emotions, nature. Theme: home; benefits, relations. Treat: difficulties (A). Death-mode (3). Surveillance. Children; Extreme statistical year: theme. Treat: Enemy be way back from overhead on a ship.

(2) (50) Serve the press. Media: Advertisement, environment, difficulties. Qualities; conflict, diagnosis, society. Treat: difficulties (A). Government (C). physical danger (A). Commands; Does evident. Theme: Across being threatened from plane to plane on a boat; natural combat actions.

(3) (6) Unbelievable.

(4) (17) Move the man. Media: Investigation, sex, Commerce, play. Qualities; Conflict, emotion, sickness (D). Treat: difficulties (A). Treasure: Know evidence. Theme: Body is as a plane with many women.

(5) (12) Enjoy: The sun. Media: Advertisement, play. Commerce, Eyes. Treat: Body. Outcome: Open evidence. Theme: Body is a victory.

(6)(27) Busy: Reason political. Media: Intervention. Theme: Space; Conflict, diagnosis, espionage (D). Treat: Punishment (A). Environment. Political danger (2). physical Injury. Sickness: Have evidence. Theme: Save is car accident day how is operation victim.

(7) (5) Inaccurate.

Subject No. 10

(1) (78) Hero: The group. Needs: Achievement, Aggression (P,S), Sex, Succorance, Affiliatin. Emotions: Conflict, dejection, anxiety. Press: Affiliation (E), dominance (R), physical danger (A). Outcome: None evident. Theme: Heroes on a ship for overseas.

(2) (71) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (R), physical danger (A). Outcome: None evident. Theme: Heroes carrying their dead buddies into a ship.

(3) (45) Hero: The man. Needs: Achievement, Aggression (P,S), succorance. Emotions: Conflict, dejection, anxiety, superego (C). Press: Aggression (E and V), dominance (R), physical danger (A). Outcome: None evident. Theme: Hero looking over a mountain watching something big.

(4) (56) Hero: The man; Needs: Dominance, Sex, succorance, affiliation, blamavoidance, sentience, play. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (E), dominance (I,S). Outcome: None evident. Theme: The triangle affair.

(5) (42) Hero: The man. Needs: Succorance. Emotions: Conflict, dejection, anxiety, superego (C). Press: Aggression (E and V), dominance (C), physical danger (A), physical injury. Outcome: None evident. Theme: Hero being tortured.

(6) (78) Hero: The doctors. Needs: Achievement, dominance, nurturance, affiliation, order. Emotions: Conflict, anxiety, ego ideal. Press: Affiliation (A). Outcome: NOne evident. Theme: Heroes performing delicate operation.

(7) (65) Hero: Subject. Needs: Achievement, intraggression, succorance, intranurturance, autonomy. Emotions: Conflict, emotional change, anxiety. Press: dominance (R), lack. Outcome: None evident. Theme: Hero is thinking of his future life after he gets out of confinement.

Template No. 10

(1) (70) Have the proof. Needs: testimony, suspected
(2,3), law, conference, solicit[illegible]. Positions: qualified
[illegible], court, trustee (2); testimony (3). Testimony
physical design (1). Observe: have evidence. Items: having
be a duty for overtime.

(2) (72) Have the crime. Needs: indictment, appreciate
(2,3), warrants, affidavits. Positions: decide, objec-
tion, policy. Types: artifacts (1), conference (2), judg-
ment design (4). Observe: have evidence. Items: having
overtime: civil- good position jury a duty.

(3) (60) Have the man. Needs: indictment, appreciate
(1,2), conference. Positions: conflict, objection, penalty.
examine (6). Types: appreciate (1 and 7), conference (8).
physical design (4). Observe: jury evidence. Items: have
locating over a computer warning operating job.

(4) (30) Have the man. Needs: decision, car, appearance,
artifacts, disagreement, evidence, play. Positions:
conflict, objective, motive, damage (6). Types: artifa-
cts (3). Conference (1,3). Observe: have evidence. Items:
the burglary attack.

(5) (40) Have the man. Needs: conference. Positions: cho-
rist, defective, medal, negative (6). Type: judgment
(2 and 7). Conference (2), physical design (4), physical be-
lief. Observe: have evidence. Items: have using increase.

(6) (72) Have the decree. Needs: indictment, sentence,
documents, affidavits, cover. Positions: conflict, motely,
cop [illegible]. Types: artifacts (4). Observe: have exhibit.
Items: become perceived delicate operation.

(7) (65) Have Proved. Needs: decisions, interpretation,
consonance, intervention, subpoena. Positions: conflict,
emotional charge, society. Type: testimony (8), issue.
Outcome: have evidence. Items: Zero in testing of his Power
life after he goes out of certificate.

Subject No. 11

(1) (178) Hero: The group. Needs: Achievement, aggression (P,A), sex, affiliation, autonomy, counteraction. Emotions: Conflict, emotional change, ego ideal. Press: Affiliation (E), aggression (P,S), dominance (R). Outcome: Hero is paroled and lives happily. Theme: Group contemplating a prison break.

(2) (139) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection, anxiety, ego ideal. Press: Affiliation (A), dominance (C), physical danger (A), physical injury. Outcome: Heroes killed. Theme: Heroes waiting in line to go overseas on a jump mission.

(3) (166) Hero: The man. Needs: Achievement, aggression (P,A), intraggression, succorance, intranurturance, autonomy, counteraction. Emotions: conflict, emotional change, dejection, anxiety, superego (C). Press: Aggression (P,S), dominance (R), loss. Outcome: Hero finally gets a job but a poor one. Theme: Hero goes AWOL, gives up, discharged with BCD - hard times.

(4)(153) Hero: The man. Needs: Sex, affiliation, sentience, exhibition, play. Emotions: Conflict, emotional change, anxiety, ego ideal. Press: Affiliatin (E). Outcome: Hero marries one of girls. Theme: Hero has two girls and must decide.

(5) (125) Hero: The man. Needs: Achievement, dominance, succorance, affiliation, deference. Emotions: Conflict, dejection, ego ideal. Press: Affiliation (E), nurturance, physical injury. Outcome: Hero and family killed. Theme: Hero is superman's brother, learning to fly.

(6) (159) Hero: Doctors and patient. Needs: Nurturance, sex, autonomy, exhibition, understanding, Emotions: Conflict, emotional change, dejection, ego ideal. Press: affiliation (e), nurturance. Outcome: Baby is born abnormal but develops normally. Theme: Doctors delivering a baby.

(7) (129) Hero: Two children. Needs: Achievement, destruction, affiliation, autonomy, exhibition. Emotions: Conflict, ego ideal. Press: Affiliation (A), Lack. Outcome: Heroes shoot a rabbit for their meal. Theme: Heroes are hunters after game.

Subject No. 12

(1) (204) Hero: The subject. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, emotional change,dejection, anxiety. Press: Affiliation (A), dominance (R). Outcome: None evident. Theme: Hero on ship ready to leave for places unknown.

(2) (179) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, Emotional Change, dejection, anxiety. Press: Affiliation (A), dominance (C), loss, physical danger (A). Outcome: Heroes get through action okay. Theme: Heroes are on truck headed away from front lines.

(3) (108) Hero: The man. Needs: Achievement, dominance, autonomy, exhibition, order. Emotions: Emotional change, dejection, ego ideal. Press: Dominance (C). Outcome: Astronomer does not get to go to moon. Theme: Astronomer has made a miniture of the moon from what he has seen in telescope.

(4) (110) Hero: The man. Needs: Dominance, nurturance, sex, succorance, affiliation, sentience, play. Emotions: Conflict, emotional change, dejection, anxiety, exaltation, superego (C). Press: Affiliation (E), nurturance. Outcome: Hero goes back to wife. Theme: Triangle affair.

(5) (179) Hero: The man. Needs: Achievement, dominance, play. Emotions: Dejection, exaltation, change, ego ideal. Press: Loss. Outcome: Hero sets new state track record. Theme: Hero is a pole vaulter in high school.

(6) (163) Hero: The man. Needs: Achievement, dominance, play. Emotions: Conflict, dejection, change, ego ideal. Press: Aggression (D,P), dominance (C), nurturance, physical injury. Outcome: Hero gets better. Theme: Hero was football player and got leg broken and ended up on operating table.

(7) (109) Hero: A little boy. Needs: Achievement, nurturance, autonomy, passivity. Emotions: Dejection, exaltation, change. Press: none. Outcome: none evident. Theme: Small boy lying under tree watching birds build a nest.

(1) (830) Never the subject. Theme: punishment, appreciation (2,3). Incongruous, difficulties. Implement; cheerful; position-al change, organization, quality. Prison; difficulties (3). Vocabulary (2). Consequence, injection, security. Prison difficulties (3). Vocabulary (2). Consequence, injection, security. Prison difficulties (3). Vocabulary (2). Consequence, injection, security. Prison

Subject No. 13

(1) (60) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (R), physical danger (R). Outcome: None evident. Theme: Heroes on ship heading overseas.

(2) (55) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (R), physical danger (A). Outcome: None evident. Theme: Heroes in a small boat heading for a hostile beach.

(3) (61) Hero: the man. Needs: Achievement, aggression, succorance. Emotions: Conflict, dejection, anxiety, superego (C). Press: Aggression (E and V), dominance (R), physical danger (A). Outcome: None evident. Theme: Hero in a foxhole surrounded by death and enemy closing in.

(4) (77) Hero: The man. Needs: Sex, succorance, affiliation, sentience, play. Emotions: Ego ideal, exaltation. Press: Affiliation (E), nurturance. Outcome: None evident. Theme: Hero engages in lurid sex acts with one of the girls.

(5) (8) Hero: The man. Needs: none. Emotions: Conflict, dejection. Press: Aggression (E and V), dominance (C), physical danger (A), physical injury. Outcome: none evident. Theme: Hero being tortured.

(6) (0) Unscorable.

(7) (4) Hero: Subject. Needs: Succorance, autonomy. Emotions: Exaltation. Press: Affiliation (E), dominance (R), nurturance, lack. Outcome: Hero goes home. Theme: Picture showing hero going home.

(4) (60) Paper: The curve. Books: Adolescent. Lecture: Relation (1,4). Pressure. Activities. Questions. Dwelling (3). Physical design (3). Describe. Type. Interior (4). Building (3). Meeting. Study. Operate. Type writer. Theory. Service on soil. Heating central.

(8) [20] River. The group. Teeth. Architecture. Apparatus (2,3). Measurement. Difficulties. Questions. Engineer. Meeting. Study. Problems (4). Chemical (3). Physical change (4). Quality. Type. Interior. Dwelling (3). Type-writer. Theory. Service in a small town. Building. Use a textile. Teeth.

(3) [61] River. The sun. Teeth. Achievement. Apparatus. Measurement. Doctrine. Qualities. Relation. Quality. Apparatus (2 and 3). Conclusion (3). Problem (4). Theory. Application (2 and 3). Conclusion (3). Physical design (4). Pressure. Some evidence. Theory. Data in a Textile. Interested in plants and energy. Living in.

(4) (77) Paper. The sun. Teeth. Eye. Experiment. Activities. Questions. Plan. Doctrine. Type. Adult. Measurement. Activities (3). Measurement. Pressure. Interest. Some evidence. Theory. Data in a Textile. Interested in plants and energy. Living in.

(5) (4) Paper. Eye sun. Teeth. Sound. Doctrine. Qualities. Relation. Activities. Study. Adolescent (2 and 3). Conclusion (3). Physical change (4). Physical injury. Observe. Some problems. Theory. Data using Textile.

(6) (5) Discovery.

(7) (8) Paper. Objects. Trees. Investigation. Achievement. Pressure. Qualities. Pressure. Activities (3). Conclusion (4). Interference. Light. Observe. Study. Some good books. Theory. Living. Some reading. Data using Textile.

Subject No. 14

(1) (31) Hero: The group. Needs: Achievements, aggression (P,E), succorance, affiliation. Emotions: Conflict, dejection. Press: Affiliation (A), dominance (R). Outcome: None evident. Theme: Heroes on ship for overseas.

(2) (38) Hero: The subject. Needs: Aggression (E and V), intranurturance, infavoidance. Emotions: Conflict, dejection. Press: Dominance (C). Outcome: None evident. Theme: Hero is chiding because he thinks the test time is too short.

(3) (8) Hero: The man. Needs: Intranurturance. Emotions: Conflict, dejection, superego (C). Press: Dominance (C), physical injury. Outcome: Hero murdered. Theme: Hero murdered.

(4) (45) Hero: The man. Needs: Sex, affiliation, sentience, play. Emotions: Exaltation. Press: Affiliation (E), nurturance. Outcome: None evident. Theme: Lurid sex scene.

(5) (33) Hero: The man. Needs: Sex, intranurturance, affiliation, sentience, play. Emotions: Exaltation. Press: Affiliation (E). Outcome: None evident. Theme: Hero is dope addict who visualizes naked women.

(6) (0) Unscorable.

(7) (82) Hero: Subject. Needs: Sex, intranurturance, affiliation, sentience, exhibition, play. Emotions: Emotional change, exaltation, ego ideal. Outcome: None evident. Theme: Lurid sex scenes with figments of hero's imagination.

(1) (3x) Move the crane. Handle documents. Negotiate (2,5). Examine. Affiliate. Continue. Continue. Negotiate. Treat. Litigate (4). Condemn (3). Obtain. Sign cylinder. Think. Depend on sky for discovery.

(2) (3x) Move the building. Handle assessment (1 and 5). Compensate. Continue. Continue. Continue. Negotiate. Treat. Determine (3). Obtain. Sign an officer. Believe he thinks his west side is the object.

(3) (4) Move the sun. Handle transportation. Develop. Complete. Negotiate. Examine (2). Treat. Condemn (1). Operate. Think. Sign cylinder. Think. Rely on depend.

(4) (4) Move the sun. Handle law. Litigate. Continue. Study. Obtain. Negotiate. Treat. Affiliate (3). Examine. Determine. Sign evidence. Think. Handle desk store.

(5) (7) Move the sun. Handle tax. Litigate. Examine. Criticize. Evaluate. Study. Negotiate. Affiliate (1). Continue. Treat. Sign cylinder. Think. Depend on vindictive mental income.

(6) (4) Determine.

(7) (3x) Move building. Handle tax. Compensate. Criticize. Evaluate. Negotiate. Study. Examine. Affiliate. Continue. Treat. Sign cylinder. Think. Depend on sky for discovery.

Subject No. 15

(1) (138) Hero: The group. Needs: Achievement, aggression (P,S), affiliation, autonomy, succorance, order. Emotions: Conflict, change, ego ideal, Press: Affiliation (A) (E), dominance (C), physical danger (A). Outcome: Heroes won the war. Theme: Heroes on ship during World War II.

(2) (115) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation, autonomy, order. Emotions: Conflict, change, dejection, anxiety, ego ideal. Press: Affiliation (A), dominance (R), loss, physical danger (A). Outcome: World is liberated. Theme: Heroes are prisoners of war.

(3) (112) Hero: The man. Needs: Achievement, dominance, affiliation. Emotions: Ego ideal. Press: Affiliation (A). Outcome: Hero strikes oil. Theme: Hero is a geologist studying terrain model.

(4) (150) Hero: The man. Needs: Aggression (P,A), sex, affiliation, autonomy, sentience. Emotions: Conflict, superego (C). Press: Affiliation (E), dominance (R). Outcome: Hero is divorced from wife. Theme: The triangle affair.

(5) (123) Hero: The man. Needs: Achievement, dominance, exhibition, play. Emotions: Conflict, dejection, anxiety, Press: Loss. Outcome: Hero loses race. Theme: Hero is a track runner.

(6) (104) Hero: The doctors. Needs: Achievement, dominance, nurturance, affiliation, order. Emotions: Conflict, anxiety, ego ideal. Press: Affiliation (A). Outcome: Operation a success. Theme: Heroes performing a plastic surgery operation.

(7) (120) Hero: A small boy. Needs: Nurturance, sex, affiliation, sentience, play. Emotions: Change, anxiety. Press: Affiliation (E), loss. Outcome: Hero does not marry girl. Theme: Hero is walking home with the girl of his dreams.

(1) (1961) Adams, Jane. Modern Agricultural Machinery. Macmillan, New York.

(2) (1962) Adams, Jane. Modern Agricultural Machinery. Macmillan, New York.

(3) (1963) Adams, Jane. Modern Agricultural Machinery. Macmillan, New York.

(4) (1964) Adams, Jane. Modern Agricultural Machinery. Macmillan, New York.

(5) (1965) Adams, Jane. Modern Agricultural Machinery. Macmillan, New York.

(6) (1966) Adams, Jane. Modern Agricultural Machinery. Macmillan, New York.

(7) (1967) Adams, Jane. Modern Agricultural Machinery. Macmillan, New York.

Subject No. 16

(1) (104) Hero: The group. Needs: Abasement, intraggression, sex, succorance. Emotions: Conflict, dejection, anxiety. Press: Affiliatin (E), aggression (P,S), dominance (r), lack. Outcome: None evident. Theme: Thoughts of heroes in prison.

(2) (40) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (C), lack, physical danger (A). Outcome: None evident. Theme: Heroes are receiving last minute instructions from leader.

(3) (20) Hero: The man. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: None evident. Theme: Heroes landing in Korea.

(4) (29) Hero: The man. Needs: Achievement, infavoidance. Emotions: none. Press: none. Outcome: None evident. Theme: Hero lacks office door.

(5) (17) Hero: The man. Needs: Passivity, infavoidance, play. Emotions: none. Press: none. Outcome: None evident. Theme: Hero in swimming.

(6) (71) Hero: The doctors. Needs: Achievement, dominance, nurturance, affiliation, order. Emotions: Ego ideal, Press: affiliation (A). Outcome: None evident. Theme: Hero's importance to human life.

(7) (5) Unscorable.

[1] (10c) Name the cycle. Sketch structure, including double, and aromatic. Problem [2pt] determine [1,2] substructure [3], list. Determine Beer's problem. Theory Problem by formula to problem.

[2] (4c) Write the proof. Prove: multiplied, equivalence [1,2], reasoning, solution. Section: Section, Section [3]. Problem problem problem. Proof: difficulties [4]. Question [5]. Problem physical Biology [1]. Consider Rule written. Proof Beyond are Positive Set: Whose Independent Type Theory.

[3] (20) Show: The sum. Theory Statement, approximate [1,2], Mechanism, difficulties. Section: Function, Difficult, Solution. Proof: difficulties [4]. Determine Sum written [2]. Physical Imprint [3]. Question Sure evident. Theory Degree Function in Cycle.

[4] (15) Show: The sum. Whose: Statement, Statement, Function, Section, Proof: sure. Determine Type written. Theory Imprint Sure Judge written Some.

[5] (12) Show: The sum. Whose: Possible, Function, Difficult, plus. Section: Sure. Proof: sure. Problem Rule written. Theory Sure in problem.

[6] (21) Prove The Series. Whose: Statement, Mechanism, Mechanism, Difficulties, difficulties [4]. Consider Type written. Theory Type's Importance to Human life.

[7] (5) Theorem.

Subject No. 17

(1) (130) Hero: The group. Needs: Achievement, aggression (P,S), affiliation. Emotions: Conflict, dejection, superego (C). Press: Affiliation (A), dominance (C), physical danger (A). Outcome: Some of group killed. Theme: Heroes on ship headed for Korea.

(2) (118) Hero: One of group. Needs: Achievement, affiliation. Emotions: Conflict, dejection, superego (C). Press: Affiliation (A), aggression (E and V), dominance (C), loss, physical danger (A), physical injury. Outcome: Hero loses hands and eyesight. Theme: Hero is a prisoner of war.

(3) (83) Hero: The man. Needs: Achievement, dominance, order. Emotions: Exaltation, ego ideal. Press: none. Outcome: Hero is success at map making. Theme: Hero is a map reproduction expert.

(4) (125) Hero: The man. Needs: sex, affiliation, blamavoidance, sentience, play. Emotions: Conflict, distrust. Press: Affiliation (E), dominance (I,S). Outcome: None evident. Theme: Hero is having conflict over which girl he wants.

(5) (135) Hero: The man. Needs: Achievement, aggression (PS), succorance, affiliation. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (A), aggression (E and V), dominance (C), physical danger (A). Outcome: None evident. Theme: Hero is prisoner of war visualizing his death sentence.

(6) (162) Hero: Unseen patient. Needs: Succorance, affiliation. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (A), dominance (R), nurturnace, physical danger (I), physical injury. Outcome: None evident. Theme: Hero in auto accident, is hurt seriously and on operating table.

(7) (51) Hero: Subject. Needs: Achievement, sex, affiliation, order. Emotions: Exaltation, ego ideal. Press: Affiliation (E), nurturance. Outcome: Hero has grown happily old. Theme: Hero marries high school sweetheart and is now in old age.

Exercise No. 17

(1) (130) Learn the words. Study: vocabulary, expression (2). Memorize (3). Review: exercises (4), grammar, sentences (5). Translate: into English (6). Write: sentences. Exercise (7). Practice: pronunciation (8). Speak: fluently, correctly (9). Listen: attentively (10). Understand (11). Improve: skills. Review: lesson (12). Learn the words. Study: vocabulary, expression (2). Memorize (3). Review: exercises (4), grammar, sentences (5). Translate: into English (6). Write: sentences. Exercise (7). Practice: pronunciation (8). Speak: fluently, correctly (9). Listen: attentively (10). Understand (11). Improve: skills. Review: lesson (12).

(2) (131) Learn the words. Study: vocabulary, expression (2). Memorize (3). Review: exercises (4), grammar, sentences (5). Translate: into English (6). Write: sentences. Exercise (7). Practice: pronunciation (8). Speak: fluently, correctly (9). Listen: attentively (10). Understand (11). Improve: skills. Review: lesson (12).

(3) (132) Learn the words. Study: vocabulary, expression (2). Memorize (3). Review: exercises (4), grammar, sentences (5). Translate: into English (6). Write: sentences. Exercise (7). Practice: pronunciation (8). Speak: fluently, correctly (9). Listen: attentively (10). Understand (11). Improve: skills. Review: lesson (12).

(4) (133) Learn the words. Study: vocabulary, expression (2). Memorize (3). Review: exercises (4), grammar, sentences (5). Translate: into English (6). Write: sentences. Exercise (7). Practice: pronunciation (8). Speak: fluently, correctly (9). Listen: attentively (10). Understand (11). Improve: skills. Review: lesson (12).

(5) (134) Learn the words. Study: vocabulary, expression (2). Memorize (3). Review: exercises (4), grammar, sentences (5). Translate: into English (6). Write: sentences. Exercise (7). Practice: pronunciation (8). Speak: fluently, correctly (9). Listen: attentively (10). Understand (11). Improve: skills. Review: lesson (12).

(6) (135) Learn the words. Study: vocabulary, expression (2). Memorize (3). Review: exercises (4), grammar, sentences (5). Translate: into English (6). Write: sentences. Exercise (7). Practice: pronunciation (8). Speak: fluently, correctly (9). Listen: attentively (10). Understand (11). Improve: skills. Review: lesson (12).

(7) (136) Learn the words. Study: vocabulary, expression (2). Memorize (3). Review: exercises (4), grammar, sentences (5). Translate: into English (6). Write: sentences. Exercise (7). Practice: pronunciation (8). Speak: fluently, correctly (9). Listen: attentively (10). Understand (11). Improve: skills. Review: lesson (12).

Subject No. 18

(1) (75) Hero: The group. Needs: Achievement, aggression (P,S), sex, succorance, affiliation. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (A) (E), dominance(R), physical danger (A). Outcome: Some are killed. Theme: Heroes on ship headed overseas.

(2) (61) Hero: The group. Needs: Achievement, aggression (P,S), affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation,(A), dominance (C). Outcome: None evident. Theme: Heroes on ship headed overseas.

(3) (44) Hero: The man. Needs: Succorance, harmavoidance. Emotions: Conflict, dejection, anxiety, superego (C). Press: Aggression (E and V), dominance (C), physical danger (A). Outcome: None evident. Theme: Hero hiding from someone.

(4) (120) Hero: The man. Needs: Intraggression, sex, succorance, affiliation, autonomy, sentience. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (E), dominance (I,S), rejection. Outcome: None evident. Theme: The triangle affair.

(5) (92) Hero: The man. Needs: Succorance. Emotions: Conflict, dejection, anxiety, superego (C). Press: Aggression (E and V), dominance (C), physical danger (A), physical injury. Outcome: None evident. Theme: Hero is in concentration camp being tortured.

(6) (66) Hero: Unseen patient. Needs: Succorance. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (E), dominance (R), nurturance, physical danger (A), physical injury. Outcome: None evident. Theme: Hero is on operating table.

(7) (0) Unscorable.

(1) [1973] Bloom, Theodor. Standard Accounting Procedures (2nd ed.). New, expanded edition. Englewood Cliffs, Prentice-Hall, Inc., 1973. 412 pp.

(2) [1973] Bloom, Theodor. Standard Accounting Procedures (2nd ed.). New, expanded edition. Englewood Cliffs, Prentice-Hall, Inc., 1973. 412 pp.

(3) [1973] Bloom, Theodor. Standard Accounting Procedures (2nd ed.). New, expanded edition. Englewood Cliffs, Prentice-Hall, Inc., 1973. 412 pp.

(4) [1973] Bloom, Theodor. Standard Accounting Procedures (2nd ed.). New, expanded edition. Englewood Cliffs, Prentice-Hall, Inc., 1973. 412 pp.

(5) [1973] Bloom, Theodor. Standard Accounting Procedures (2nd ed.). New, expanded edition. Englewood Cliffs, Prentice-Hall, Inc., 1973. 412 pp.

(6) [1973] Bloom, Theodor. Standard Accounting Procedures (2nd ed.). New, expanded edition. Englewood Cliffs, Prentice-Hall, Inc., 1973. 412 pp.

(7) [1973] Bloom, Theodor. Standard Accounting Procedures (2nd ed.). New, expanded edition. Englewood Cliffs, Prentice-Hall, Inc., 1973. 412 pp.

Subject No. 19

(1) (6) Unscorable

(2) (0) Unscorable

(3) (0) Unscorable

(4) (25) Hero: The man. Needs: Sex, affiliation, infavoidance, play. Emotions: none. Press: Affiliation (E). Outcome: None evident. Theme: Hero and girl.

(5) (24) Hero: The man. Needs: Passivity, affiliation, infavoidance, play. Emotions: none. Press: Affiliation (A). Outcome: None evident. Theme: Hero going swimming.

(6) (0) Unscorable.

(7) (54) Hero: Sailors on a ship. Needs: Achievement, succorance, affiliation, infavoidance. Emotions: Conflict, dejection, anxiety. superego (C). Press: Affiliation (A), aggression (D,P), loss, physical danger (I). Outcome: None evident. Theme: Heroes at sea when a big storm comes up.

[1] (1) Brockmeier.

[2] (2) Bronowski.

[3] (3) Chatonnet.

[4] (4) Chatonnet.

[5] (5) Chatonnet.

[6] (6) Chatonnet.

[7] (7) Chatonnet.

Subject No. 20

(1) (86) Hero: The group. Needs: Achievement, aggression (P,S), sex, succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (E) (A), dominance (C). Outcome: None evident. Theme: Thoughts of heroes on a ship headed overseas.

(2) (99) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: None evident. Theme: Heroes thoughts during a lull in battle.

(3) (96) Hero: The man. Needs: Aggression (P,A), succorance, autonomy. Emotions: Conflict, dejection, anxiety, superego (C). Press: Aggression (P,S), Dominance (R), Physical danger (I). Outcome: None evident. Theme: Hero is being hunted and has come to the edge of a cliff.

(4) (84) Hero: The man. Needs: Sex, affiliation, sentience, play. Emotions: Conflict, anxiety. Press: Affiliation (E), dominance (I,S). Outcome: None evident. Theme: Hero trying to decide which girl to marry.

(5) (93) Hero: The man. Needs: Achievement, Aggression (P, S), dominance, succorance, exhibition. Emotions: Conflict, change, dejection, anxiety. Press: Dominance (R), physical danger (A), physical injury. Outcome: None evident. Theme: Hero is boxer who has been knocked down.

(6) (66) Hero: The doctor. Needs: Achievement, dominance, nurturance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A). Outcome: None evident. Theme: Heroes preparing for a serious operation.

(7) (83) Hero: Person at a writing table. Needs: none. Emotions: Superego (C). Press: Aggression (E and V), nurturance. Outcome: None evident. Theme: Hero is writing and bumming smokes off other men.

(1) (60) Cover the cover. Theory accountant. Algorithm [2,1]. Sea, economy multiplication. Chemical liability [2,1]. Cell multiplication (3) [4]. Chemical chemistry. Treat multiplication [3]. Document [2]. Observe flow private. Theory thermodynamics of camera on a well heavy invention.

(2) (57) Lose: the cycle. Heart accountant, acceleration [4,2]. Economy multiplication. Chemical chemistry, depression [2]. Chemical [4]. Physical theory [4]. Observe room evident. Theory lawyer [3,1]. Engineer testing a fact to lovely.

(3) (56) Snow: theory, heart algorithm [3,4]. Measurement, automobile. Scientist chemical, depression, cookery. Judgment [2]. Power judgment [2,3]. Chemistry [4]. Physical energy [1]. Customer love violent. Theory love to belong nurse cell the room to the edge of a start.

(4) (55) Solve: the sun. Speak: car, efficiency evolution, play. Equation chemist, society. Treat efficiency [2], engineer [3,2]. Customer room private. Theory love hypothesis to device valve glad it nasty.

(5) (53) Enjoy: the sun. Think: accountant, experiment [2, 3], chemical, molecule, evolution. Electric chemist, change. Objection, model. Invest location [1]. Physical danger [4]. Natural injury. Observe: room private. Theory love to honor the law have received clean.

(6) (52) Have the device. Study: assessment, chemistry, measurement, efficiency, scientist chemist, depression, company. Virus: activation [4]. Observe theory private. Theory love prepared for a medical operation.

(7) (51) Enjoy: Treaty at a solid table. Energy room, investment engineer [2]. Physic efficiency [2 and 3], computer. Customer love private. Theory love to writing and knowing problem all whole war.

Subject No. 21

(1) (86) Hero: The group. Needs: Achievement, sex, succorance, affiliation, autonomy. Emotions: Conflict, dejection. Press: Affiliation (A) (E), dominance (R), loss. Outcome: None evident. Theme: Heroes are service men thinking of home.

(2) (79) Hero: The group. Needs: Achievement, succorance, affiliation, autonomy. Emotions: Conflict, dejection. Press: Affiliation (E), dominance (R), loss. Outcome: back to work. Theme: Heroes are taking a break in basic training.

(3) (0) Unscorable.

(4) (69) Hero: The man. Needs: Sex, succorance, affiliation, sentience, play. Emotions: Conflict. Press: Affiliation (A), dominance (I,S). Outcome: None evident. Theme: Hero trying to decide which girl is best for him.

(5) (76) Hero: The man. Needs: Achievement, dominance, aggression (P,S), harmavoidance, exhibition. Emotions: Conflict. Press: Dominance (R), loss, physical danger (A), physical injury. Outcome: Hero is knocked out. Theme: Hero is a boxer.

(6) (97) Hero: Unseen patient. Needs: Succorance. Emotions: Conflict, dejection, superego (C). Press: Affiliation (E), nurturance, physical danger (A). Outcome: None evident. Theme: Hero is mother of two and is being operated on for cancer.

(7) (97) Hero: Subject. Needs: Achievement, nurturance, succorance, affiliation. Emotions: Emotional change, dejection. Press: Affiliation (E), nurturance. Outcome: None evident. Theme: Hero is pondering the past and the great contribution which his parents made to him.

[1] (60) Jones the group. Thanks distinguish. new, machine-made, artificially, machine. Question: Does [illegible] complete [3], compromise [3], 2004. Question: Does evidence. Theses studies are marginal additional of books.

[2] (72) Every the group. Should consequence, unsupervised, artificial, machine. Question: Doctoral Dentist, diagnostic. Theme: Artificial [3], handsome [3], 1988. Does [illegible] to be [illegible] [3]. Theories [illegible] [3].

[3] (0) Unreasonable.

[4] (69) Does the man, health [illegible], artificial, unsupervised, easy. Treatment Dentist. Point artificial [3], Question [3,3]. Increase more critical. Theme: Does surface [illegible] to health with [illegible] to book.

[5] (76) Does the man. Should consequence, unsupervised, dangerous [4,3], humanoid, artificial. Question: Dentist Dentist. Theme: Dentistry [1], learn, physical design [3], [illegible] Subway. Whatever book is banned out. Theme: Does is a human.

[6] (37) Have: Human patient. Thesis: Computer, Dangerous Question, diagnosis, economic [3]. Thesis: Artificial [2]. Hypothesis, physical design [3]. Opinion: Some evident. Theory also is matter of two and is being operated on the planet.

[7] (37) Does: Subject. Whole: Environment, mechanical, unsupervised, artificial. Decision: Dentist study [3]. Theme: Artificial [3]. Does [illegible] [3]. Hypothesis [illegible] Does: Does [illegible] [illegible]. Theme: Does is providing the pain and the great complication which his generally would be late.

Subject No. 22

(1) (20) Hero: The group. Needs: Abasement, intraggression. Emotions: Superego (C). Press: Dominance (R). Outcome: None evident. Theme: Heroes in prison.

(2) (15) Hero: The group. Needs: Achievement, aggression (P,S), affiliation. Emotions: Conflict, dejection. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: None evident. Theme: Heroes coming out of battle.

(3) (23) Hero: The man. Needs: Infavoidance. Emotions: Conflict, anxiety, superego (C). Press: Physical danger (A). Outcome: None evident. Theme: Hero looking over a mountain expecting a volcano to erupt.

(4) (34) Hero: The man. Needs: Sex, affiliation, sentience, play. Emotions: Conflict, superego (C). Press: Affiliation (E), dominance (I,S). Outcome: None evident. Theme: Hero trying to decide which girl he loves.

(5) (23) Hero: The man. Needs: Achievement, dominance, exhibition, play. Emotions: none. Press: none. Outcome: None evident. Theme: Hero is a pole vaulter or swimmer.

(6) (28) Hero: Unseen patient. Needs: none. Emotions: Conflict. Press: Dominance (R), physical danger (A), physical injury. Outcome: None evident. Theme: Hero being operated on for polio.

(7) (54) Hero: Subject. Needs: Abasement, intraggression, succorance, autonomy. Emotions: Exaltation. Press: Dominance (R). Outcome: None evident. Theme: Hero dreaming of the time when he will be out of prison.

Deck No. 28

(1) (20) Hero: The group. Needs: Alignment, Information. Obstacle: Hesitancy. Beginning (C). Final: Confidence (A). Consequence: More evidence. Theme: Lesson in prison.

(2) (21) Hero: The group. Needs: Acceptance, Appreciation (F_2). Activities. Emotions: Panic, Relaxation (A). Confusion (C). Final: Physical danger (A). Outcome: Wrong evidence. Theme: Saving one's self is selfish.

(3) (22) Hero: The mob. Needs: Information. Obstacle: Inability, anxiety, ambiguity (C). Final: Physical danger (A). Outcome: More evidence. Theme: Hero looking over a mountain selecting a vision to escape.

(4) (23) Hero: The mob. Needs: Fun, Activities, Activities. Play. Emotions: Conflict, suspense (C). Final: Activities (A). Outcome (2): Confusion (2,C). Outcome: More evidence. Theme: Hero trying to decide which girl he loves.

(5) (23) Hero: The mob. Needs: Achievement, Intimacy, Mobility. Play. Activities: Fun. Final: Rule. Outcome: More evidence. Theme: Hero has to solve a plot problem by himself.

(6) (23) Hero: Common problem. Needs: Mobile room. Emotions: Fears. Emotions (2). Physical danger (A). Physical injury. Outcome: More evidence. Theme: Hero being helped on the plot.

(7) (24) Hero: Subplot. Needs. Freedom, Encouragement, Acceptance, Autonomy. Emotions: Confusion. Final: Power (A). Outcome: More evidence. Theme: Hero dropping of the rope when he will be out of prison.

Subject No. 23

(1) (95) Hero: The group. Needs: Sex, affiliation. Emotions: none. Press: Affiliation (A), dominance (R). Outcome: None evident. Theme: Heroes on way to non-combatant overseas post.

(2) (83) Hero: The group. Needs: Aggression (E and V), affiliation. Emotions: Exaltation, superego (C). Press: Affiliation (A), dominance (C). Outcome: Group kills a Major Roscoe. Theme: Group at burial of Major Roscoe.

(3) (117) Hero: The man. Needs: Aggression (P,A). Emotions: Conflict, superego (C). Press: Aggression (P,S), dominance (C), physical danger (A), physical injury. Outcome: Hero killed. Theme: Hero was a killer before law caught him and killed him.

(4) (150) Hero: The man. Needs: Dominance, sex, succorance, affiliation, sentience, play. Emotions: Conflict, superego (C). Press: Affiliation (E), dominance (I,S). Outcome: Hero refuses to marry girl he has in trouble. Theme: Hero with one girl when another girl tries to get him.

(5) (79) Hero: The man. Needs: Sex, succorance, affiliation, sentience, play. Emotions: Conflict, dejection. Press: Affiliation (E). Outcome: None evident. Theme: Hero is drug addict making plea for his lover to accept him.

(6) (117) Hero: Unseen patient. Needs: Sex, succorance, sentience. Emotions: Conflict, superego (C). Press: Aggression (D,P), dominance (R), loss, physical danger (A), physical injury. Outcome: Hero loses his life. Theme: Hero hurt when ammo dump explodes and now on operating table.

(7) (104) Hero: Subject. Needs: Sex, affiliation, sentience, exhibition. Emotions: Exaltation, ego ideal. Press: Affiliation (E), dominance (I,S), Outcome: None evident. Theme: Hero describes lurid sex scene before departing for overseas.

(4) (92) Brown, Tom arrow, deputy fear, affiliation, dimension wave, friend, liquidation (4), denominate [2]. Debt-owner down evident, Thing, highway on sky to non-commutative overview debt.

(5) (5) Brown the arrow, tennis, aggregation [2 and 3], affiliation, Theorem: Continuous subgroup [2]. Prove: affiliation (4), dimension [2]. Continuous thing bridge a holomorphism. Theorem: arrow at Jupiter or Major Avenue.

(3) (317) Brown the war, lemma: expression [2,4], Hypothesis conflict, expensive [5]. Prove: Algebraic [2,3]. Continuous (5), physical danger (4), physical valley. Database bird initial. Theorem: Sing new a solve volume law change sun and initial sky.

(4) (320) Short the war, tennis: Continuous, add, warehouse, affiliation, antiviral, plus. Implies: Conflict, surgery (6). Prove: liquidation (4), continuous [2,4]. Document bird evidence to carry dirt be law in hospital. Theorem: make with one glad whom medium glad virus be gas sun.

(3) (70) Short the war, Jupiter Sun, supervise, affiliation, existence, play. Institute: Country, daughter. Prove: affiliation [1]. Increase Sing engineer. Theorem: Sing to drug medical medical pipe fine law lawyer to attorney sun.

(6) (117) Lawyer Obtain patient. Bought: gas, examine, engineer, Emotion: doctrine, surgery [6]. Prove: algebra [5,6], dominate [3], Java, physical height [4]. physical bridge. Outcome: body lose via life. Theorem: Sing bird wide some drug injection and sun to invest-ing pipe.

(7) (114) Short Subject. Income sun, affiliate, economy, dimension, privilege. Continue Quantity, buy friend. Prove: affiliation (3), daughter [2,7], customer. Sing evident. Theorem: Sing describe lawful sun close before depositing fun overview.

Subject No. 24

(1) (62) Hero: The group. Needs: Intraggression, intranurturance, autonomy. Emotions: Conflict, anxiety, superego (C). Press: Aggression (P,S), dominance (R), lack. Outcome: None evident. Theme: Heroes in prison contemplating future.

(2) (85) Hero: The group. Needs: Achievement, aggression (P,S), sex, succorance, affiliation, autonomy, order. Emotions: Conflict, dejection, anxiety. Press: Affiliation (E) (A), dominance (R), physical danger. Outcome: None evident. Theme: Heroes are combat soldiers contemplating future.

(3) (102) Hero: The man. Needs: Aggression (P,S), intraggression, succorance, harmavoidance, defendence. Emotions: Conflict, dejection, anxiety, superego conflict. Press: Aggression (E and V), dominance (R), physical danger (A). Outcome: None evident. Theme: Hero is a criminal who is cornered.

(4) (110) Hero: The man. Needs: Intraggression, sex, succorance, affiliation, sentience, play. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (E), dominance (I,S), nurturance. Outcome: Hero is forgiven by wife. Theme: The triangle affair.

(5) (87) Hero: The man. Needs: Achievement, aggression (P, S), intraggression, sex, succorance, intranurturance, affiliation. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (E), dominance (R), physical danger (A). Outcome: None evident. Theme: Hero is a boxer thinking of his impending doom.

(6) (96) Hero: Unseen patient. Needs: Succorance, order. Emotions: Conflict, change, dejection, anxiety, superego (C). Press: Dominance (R), nurturance, physical danger (A), physical injury. Outcome: Operation successful. Theme: Hero being operated on.

(7) (58) Hero: Subject. Needs: Intraggression, sex, succorance, autonomy. Emotions: Conflict, dejection, superego (C). Press: Aggression (E and V), rejection, loss. Outcome: None evident. Theme: Hero thinking about how his marriage has gone afoul.

(1) (50) Bonds Tax proof. Bonds: Interpretation, incorporation, negligence, testimony. Contract: Conflict, penalty, negligence (3). Trusts (Ch. 1), Damages (Ch. 2), Ordinance (Ch. 3). Jury instructions Some evidence. Trusts: Duress is private contractual fact failure.

(2) (85) Sales: The proof. Bonds: Arbitration, appropriation (Ch. 3), Sale, consideration, difficulties, obligation, penalty. Sales: Offer, acceptance (3), Insurance (2), Jurisdiction, contract. Trusts: difficulties (2) (4), Insurance (3), Limited damages. Question: Trusts evidence. Trusts Sales are normal violations apportionment failure.

(3) (100) Sales: The sell. Bonds: Insurance (2,3), Interpretation, enjoyment, Necessitous, deficiency. Employment: Contract, objection, penalty, reporter conflict. Trusts: Appropriation (3 and 4), Ordinance (3), physical danger (4). Question: Some evidence. Trusts: Sale is a critical sale is covered.

(4) (125) Sales: The sell. Bonds: Interpretation, sue, enjoyment, difficulties, insurance, duty. Employment: Contract, deposition, duty. Trusts: difficulties (2), Insurance (1,4), corporations, damages (3). Trusts: difficulties (2) by sale. Trusts: The bankruptcy action.

(5) (97) Sales: The sell, Bonds: Interpretation, negligence (3), Interpretation, sue, evidence, damages (3). Trusts: Sale, Conflict, deposition, penalty, negligence. Question: Penalty, Conflict, deposition, penalty, negligence (2). Trusts: difficulties (2), Insurance (1), physical danger (4). Trusts: Sale is a Trusts: Sale is forbidding done.

(6) (90) Bonds: Trusts penalty, Bonds: Possession, grant, Contract: Conflict, wrong, deposits, penalty, negligence (2), Trusts: Damages (3), corporations, physical danger (4), Employment Sale: Trusts: Sale is forbidding corporations. Trusts: Sale is being exercised on.

(7) (50) Sales: Sales, Bonds: Interpretation, sue, conscious, witness. Contract: Conflict, enjoyment, negligence (2), Trusts: Damages (3 and 5), reporter, sue. Question: Some evidence. Trusts: Duress is private contractual fact failure.

Subject No. 25

(1) (99) Hero: The group. Needs: Aggression (E and V), affiliation. Emotions: Dejection. Press: Aggression (P,S), dominance (R), rejection, lack. Outcome: Hero imprisoned. Theme: Heroes are in a prison all bemoaning their fate.

(2) (85) Hero: One of the group. Needs: Achievement, aggression (P,S), succorance, affiliation, autonomy. Emotions: Conflict, anxiety. Press: Aggression (E and V), dominance (C). Outcome: Hero lives through ordeal. Theme: group waiting for enemy attack.

(3) (76) Hero: The man. Needs: Achievement, aggression (P,A). sex. Emotions: conflict, ego ideal, jealousy. Press: Aggression (P,A), dominance (C), rejection, physical injury. Outcome: Hero killed by wife's suitor. Theme: Hero climbing a mountain and is pushed off by his brother.

(4) (86) Hero: The man. Needs: Dominance, passivity, succorance, affiliation, sex, sentience. Emotions: Conflict, dejection, distrust. Press: Affiliation (E), dominance (I, S), nurturance. Outcome: None evident. Theme: Hero alone on a island with school lover but keeps remembering his original love.

(5) (0) Unscorable.

(6) (107) Hero: Unseen patient. Needs: Aggression (P,A), intraggression, intranurturance. Emotions: Dejection, superego conflict. Press: Aggression (P,S), physical injury. Outcome: Hero dies on operating table. Theme: Hero kills cop and cop shoots him; this is last thing he remembers before he dies.

(7) (0) Unscorable.

(1) (AA) Aaron Aaronson. Double Aggregation (2 and 3), Attribution, Quotations (47), Reference, Index. Cambridge Univ. Press, Cambridge.

(2) (Ab) Aaron Abbot et al. Bibliography Basic Data.

(3) (Ac) Aaron Ace et al. Abstracts, Annual Publications, Acquisitions [3,4], Evaluations, Artificial Intelligence, Decision Theory, Applications, Expert Systems, Research Aggregation (3 and 7), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ad) Aaron Ada. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ae) Aaron Ade. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Af) Aaron Adf. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ag) Aaron Adg. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ah) Aaron Adh. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ai) Aaron Adi. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Aj) Aaron Adj. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ak) Aaron Adk. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Al) Aaron Adl. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Am) Aaron Adm. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (An) Aaron Adn. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ao) Aaron Ado. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ap) Aaron Adp. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Aq) Aaron Adq. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ar) Aaron Adr. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (As) Aaron Ads. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (At) Aaron Adt. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Au) Aaron Adu. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Av) Aaron Adv. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Aw) Aaron Adw. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ax) Aaron Adx. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Ay) Aaron Ady. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(3) (Az) Aaron Adz. Double Indirection, Aggregation [3,4], Evaluations, Quotations, Attribution, Expert Systems, Decision Theory, Applications (3,4), Quotations (3,4), Abstracts (6), Conclusion, Error Control Procedures, Accounting for Wrong Answers.

(4) (Ba) Barry Bad et al. Basic Algorithms, Bibliography, Bubble Sort, Computational Complexity, Data Structures, Exercises, Fast Fourier Transform, Garbage Collection, Information Retrieval, Introduction, Joins, Knowledge Representation, Linear Programming, Matrix Multiplication, Numerical Analysis, Operating Systems, Polynomials, Quadratic Programming, Recursion, Searching, Transitive Closure, Union-Find Algorithms, Vertex Cover Problem, Waltz Filtering, Zero-One Principle.

(5) (Bb) Barry Bob et al. Basic Algorithms, Bibliography, Bubble Sort, Computational Complexity, Data Structures, Exercises, Fast Fourier Transform, Garbage Collection, Information Retrieval, Introduction, Joins, Knowledge Representation, Linear Programming, Matrix Multiplication, Numerical Analysis, Operating Systems, Polynomials, Quadratic Programming, Recursion, Searching, Transitive Closure, Union-Find Algorithms, Vertex Cover Problem, Waltz Filtering, Zero-One Principle.

(6) (Bc) Barry Bob et al. Basic Algorithms, Bibliography, Bubble Sort, Computational Complexity, Data Structures, Exercises, Fast Fourier Transform, Garbage Collection, Information Retrieval, Introduction, Joins, Knowledge Representation, Linear Programming, Matrix Multiplication, Numerical Analysis, Operating Systems, Polynomials, Quadratic Programming, Recursion, Searching, Transitive Closure, Union-Find Algorithms, Vertex Cover Problem, Waltz Filtering, Zero-One Principle.

(7) (Bd) Barry Bob et al. Basic Algorithms, Bibliography, Bubble Sort, Computational Complexity, Data Structures, Exercises, Fast Fourier Transform, Garbage Collection, Information Retrieval, Introduction, Joins, Knowledge Representation, Linear Programming, Matrix Multiplication, Numerical Analysis, Operating Systems, Polynomials, Quadratic Programming, Recursion, Searching, Transitive Closure, Union-Find Algorithms, Vertex Cover Problem, Waltz Filtering, Zero-One Principle.

(8) (Be) Barry Bob et al. Basic Algorithms, Bibliography, Bubble Sort, Computational Complexity, Data Structures, Exercises, Fast Fourier Transform, Garbage Collection, Information Retrieval, Introduction, Joins, Knowledge Representation, Linear Programming, Matrix Multiplication, Numerical Analysis, Operating Systems, Polynomials, Quadratic Programming, Recursion, Searching, Transitive Closure, Union-Find Algorithms, Vertex Cover Problem, Waltz Filtering, Zero-One Principle.

Subject No. 26

(1) (141) Hero: The group. Needs: Achievement, aggression (P,S), affiliation, blamavoidance. Emotions: Conflict, anxiety. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: None evident. Theme: Heroes on ship where they are being briefed on mission.

(2) (52) Hero: The group. Needs: Achievement, aggression (P,S), affiliation. Emotions: Conflict. Press: Affiliation (A), dominance (C). Outcome: None evident. Theme: Group of men receiving instructions.

(3) (44) Hero: The man. Needs: Achievement, order. Emotions: Conflict. Press: none. Outcome: None evident. Theme: Hero looking over a miniature land model.

(4) (10) Unscorable.

(5) (19) Hero: The man. Needs: Infavoidance, succorance. Emotions: Conflict, anxiety, superego (C). Press: Aggression (E and V), physical injury. Outcome: None evident. Theme: Hero in pain or praying.

(6) (32) Hero: The group. Needs: Achievement, dominance, nurturance, affiliation, order. Emotions: Conflict, anxiety. Press: Affiliation (A). Outcome: None evident. Theme: Heroes are performing an emergency operation.

(7) (113) Hero: The subject. Needs: Intraggression, succorance, intranurturance, defendence. Emotions: Conflict, dejection, superego (conflict). Press: Affiliation (E), aggression (P,S), dominance (I,S), nurturance. Outcome: None evident. Theme: Hero is being consoled by chaplain for having gotten into trouble.

(3) (1A3) Dance: The dream. Theater: apprehend, engineering [2,3]; difficulties, discovery. Emotions: doctrine [2,3]. Problem: difficulties [A]. Goodness: [C]. Physical damage (3). Tomorrow: Dance be solid accused of reality car [2,3]; conscience (2,3); conference [C,3]; murder/crime. Problem: [2,3]. Problem into tomorrow.

(4) (2D) Dance: The group. Theater: celebrate, engineering [3,4]; difficulties. Emotions: doctrine (3). Physical damage (3). Tomorrow: Dance be solid accused of reality car [3,4]; conscience (3). Conference: [A]. Murder/crime. Problem: [3,4]. Difficulties [A]. Goodness: [C]. Physical damage (3). Tomorrow: Dance be solid accused of reality car [3,4]; conscience (3,4); conference [C,3];

Subject No. 27

(1) (164) Hero: The Group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (E), aggression (E and V), dominance (C). Outcome: None evident. Theme: Heroes contemplating their past.

(2) (149) Hero: The group. Needs: Achievement, aggression (P,S), sex, succorance, affiliation, order. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), aggression (E and V), dominance (C), lack. Outcome: None evident. Theme: Heroes at a break in the fighting.

(3) (81) Hero: The man. Needs: Achievement, aggression (P, S), succorance, harmavoidance. Emotions: Conflict, dejection, anxiety. Press: Aggression (E and V), dominance (C), lack. Outcome: None Evident. Theme: Hero is in a foxhole scanning for the enemy.

(4) (143) Hero: The man. Needs: Dominance, sex, affiliation, sentience. Emotions: Conflict, emotional change, distrust, superego conflict. Press: Affiliatinn (E), dominance (I,S). Outcome: None evident. Theme: The triangle affair.

(5) (162) Hero: The man. Needs: Aggression (P,A), intraggression, intranurturance. Emotions: Conflict, anxiety, superego conflict. Press: Aggression (P,S), dominance (C), lack, physical injury. Outcome: Hero will never again raise his head in pride. Theme: Hero is in prison and being flogged for wrongdoing.

(6) (154) Hero: Unseen patient. Needs: Nurturance, sex, Emotions: Conflict, dejection, anxiety. Press: Affiliation (E), nurturance, physical injury, physical danger (I). Outcome: None evident. Theme: Hero is on operating table after being hit by a truck.

(7) (199) Hero: A sinful man. Needs: Intraggression, succorance, intranurturance, sentience, play. Emotions: Conflict, emotional change, dejection, superego conflict. Press: Affiliation (E), nurturance, loss, physical danger (I), physical injury. Outcome: Hero is killed in a car accident. Theme: Hero leaves home to seek sensuous experiences and mother is waiting for his return.

(1) (126) Hero: the group. Hero: investment, approximation (4,5), assistance, difficulties, objection, medicine. Theme: defeat, hero: difficulties (3) and 7), confidence (1). Outcome: hero wins battle, hero: difficulties (3), confidence (1), hero: difficulties (3), confidence (1), hero: difficulties (3), confidence (1),

Subject No. 28

(1) (77) Hero: The group. Needs: Achievement, aggression (P,S), affiliation. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (A), aggression (E and V), dominance (C). Outcome: None evident. Theme: Heroes on ship for overseas.

(2) (83) Hero: The group. Needs: Achievement, aggression (P,S), sex, succorance affiliation. Emotions: Conflict, emotional change, dejection, anxiety. Press: Affiliation (A), dominance (R), lack, physical danger (A). Outcome: They return home. Theme: A lull in the battle.

(3) (33) Hero: The man. Needs: Succorance, harmavoidance, Emotions: Conflict, dejection, anxiety. Press: dominance (R), physical danger (A). Outcome: None evident. Theme: Hero hiding behind a mountain from something.

(4) (56) Hero: The girls. Needs: Sex, succorance, affiliation, deference. Emotions: Conflict, anxiety, jealousy, superego conflict. Press: Affiliation (E). Outcome: None evident. Theme: Heroes are both thinking about some boy.

(5) (98) Hero: The man. Needs: Achievement, harmavoidance, exhibition. Emotions: Conflict, emotional change, anxiety. Press: Physical danger (A). Outcome: Hero not hurt when he hits the ground. Theme: An athletic high jumper clearing the far end on the way earthward.

(6) (56) Hero: The doctor. Needs: Achievement, nurturance, exhibition, order. Emotions: Conflict, anxiety. Press: none. Outcome: Operation successful. Theme: Hero is performing an operation.

(7) (101) Hero: The subject. Needs: Nurturance, succorance, affiliation. Emotions: Emotional Change, dejection, anxiety, exaltation. Press: Affiliation (A), aggression (D,P), nurturance, loss. Outcome: Hero given another puppy to replace the first. Theme: Hero given a puppy which died but is given another one after death of the first.

Entries Nos. 85

(1) [??] Dove: The study. Dance: Controversial, approximate (2,6). Accident. Tomorrow: Conflict: objection, anxiety, happiness (5). Prison: difficulties (3). Acquisition (2 and 7), gentleness (3). Invasion: need evident. Summer: Dance be able for evidence.

(2) [51] Dance: The group. Dance: Laboratories, approximate (7,8). Car, evaporation difficulties. Particular: Doctrine, chemical theory, physics. Tragedy: difficulties (4). Abundance (3). Argument: cheap. Summer: a hill in the valley.

(3) [32] Dance: The wave. Modern: Explosion, temperature. Theories: Conflict, objective, anxiety. Invest: continent (4). Physical danger (4). Outcome: Bird not about boy. Dance: Dance before a mountain from remember.

(4) [?5] Dance: The girls. Modern: Ice, provocative, difficulties, difference. Decision: Conflict, anxiety, physical. Tragedy conflict (3). Problems: Some problem. Dance: Leaves sun hate chemistry about poem boy.

(5) [30] Dance: The sun. Study: Achievement, unemployment, ambition. Relations: Doctrine, chemical change, anxiety, typical physical danger (4). Outcome: Bird not what shoe be blue the animal. Chemist: to athletic high lawyer electric the car and to lawyer experienced.

(6) [?0] Move: The doctor. Study: Laboratory, environment, mobility, anger. Relations: Doctrine, anxiety. Peace: room. Problem: Operation unemployed. Chemist have is particularly ice objective.

(7) [10?] Dance: The valleys. Modern: Environment, movement, difficulties. Theories: Doctrine: objective, anxiety, examination. Trade: difficulties (4): aggression (6,?), temperature, love. Outcome: Dance civil another party to replace the fruit. Chemist: Dance glass a party video about bad to glass nucleus use drug: death of the Chart.

Subject No. 29

(1) (162) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, emotional change, anxiety. Press: Affiliation (A), dominance (R). Outcome: None evident. Theme: Heroes on a ship headed for Korea.

(2) (148) Hero: The group. Needs: Achievement, aggression (P,S), affiliation. Emotions: Conflict, anxiety. Press: Affiliation (A), dominance (C), lack. Outcome: None evident. Theme: Heroes on a ship heading for Korea.

(3) (130) Hero: The man. Needs: Achievement, aggression (E and V), dominance, blamavoidance. Emotions: Conflict, emotional change, dejection, ego ideal. Press: Dominance (C). Outcome: Best topographer in the unit. Theme: An engineer who is a topography expert in the Air Force.

(4) (113) Hero: The man. Needs: Dominance, nurturance, sex, succorance, affiliation, blamavoidance. Emotions: Conflict, exaltation. Press: Affiliation (E), nurturance. Outcome: Hero marries both girl friends. Theme: Hero torn between two types of girl friends. He loves them both for different purposes.

(5) (110) Hero: The man. Needs: Achievement, aggression (E and V), aggression (P,A), autonomy. Emotions: Conflict, dejection, ego ideal. Press: Aggression (P,S), dominance (C), physical injury. Outcome: None evident. Theme: A peasant is "on the rock" for violation of an ordnance.

(6) (99) Hero: The doctors. Needs: Achievement, dominance, nurturance, affiliation, deference. Emotions: Dejection, ego ideal. Press: Affiliation (A). Outcome: heroes ease a patient. Theme: Doctors operating on a patient.

(7) (35) Unscorable.

(4) (326) Enjoy the group. Events: achievement, appreciation (3,5), discovery, affiliation. Decisions: Doubtful, commitment change, country. Power: affiliation (4). Resistance (1). Outcome: Stay with family. Theme: Success on a study Abroad Tour Event.

(2) (346) Enjoy the group. Events: Achievement, acceptance (4,5), affiliation. Decisions: Careful, anxiety, Power: affiliation (4), dominance (1). Luck. Outcome: Move available. Theme: Success on a study Abroad Tour Event.

(3) (330) Enjoy the sun. Events: Achievement, acceptance (4 and 5), dominance, discoveryldgeon. Decisions Doubtful, commitment change, objective, ego ideal. Power Dominance (5), outcome: Lost topography in the west. Theme: an explorer who is a topography expert in the Air Force.

(6) (313) Enjoy the sun. Events: Dominance, intercourse, sentiment, affiliation, discovery. Decisions: Careful, evaluation. Power: affiliation (3). recognition. Outcome: Enjoy nature lots plant life. Theme: Enjoy lots between two types of plant life. Be sure that lots for different pet pregnant.

(5) (110) Enjoy the sun. Events: achievement, acceptance (4 and 5), dominance (4,4), autonomy. Decisions: Careful, objective, ego ideal. Power: dominance (5,2), achievement (5). physical injury. Outcome: Lose eyelash. Theme: A passage is "on the peak" for visitation of an explosion.

(6) (59) Enjoy the doctors. Events: intercourse, dominance, nurturance. affiliation, deference. Emotions: Rejection, ego ideal. Power: Affiliation (3). Outcome: Improve sense a patient. Theme: Doctors operating on a patient.

(7) (32) Unacceptable.

Subject No. 30

(1) (48) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, anxiety. Press: Affiliation (A), dominance (C). Outcome: None evident. Theme: Heroes on ship going overseas.

(2) (14) Hero: The group. Needs: Affiliation. Emotions: none. Press: Affiliation (A), aggression (E and V), dominance (C). Outcome: None evident. Theme: Heroes are prisoners of war.

(3) (44) Hero: The man. Needs: Intragression, intranurturance, blamavoidance, infavoidance. Emotions: Conflict, distrust, superego (C). Press: Rejection. Outcome: None evident. Theme: Hero studying terrain model.

(4) (22) Hero: The man. Needs: Sex, affiliation. Emotions: Conflict, superego (C). Press: Affiliation (E). Outcome: Makes his selection from two girl friends. Theme: Hero undecided which of two girls to marry.

(5) (43) Hero: The man. Needs: Aggression (P,S), sex, succorance. Emotions: Conflict, dejection, anxiety, superego (C). Press: Affiliation (E), aggression (E and V), dominance (R), physical injury. Outcome: Not much chance to live. Theme: Prisoner of war praying for protection.

(6) (9) Hero: The group. Needs: Achievement, nurturance, dominance. Emotions: Anxiety. Press: Affiliation (A). Outcome: None evident. Theme: Doctors and nurses performing operation.

(7) (43) Hero: Subject. Needs: none. Emotions: Anxiety, superego conflict. Press: Aggression (P,S), dominance (R). Outcome: Hero is tried and imprisoned. Theme: Hero is apprehended by FBI and imprisoned.

(1) (40) Leave the group. Leader: Lieutenant Augustine (4,5), economics, artificial (A), conference (D), Colonels Hope evidence. Theater Theodore or only guilty overseas.

(2) (13) Leave the group. Leader: Artificial, Secretary Adams [c], Lieutenant Adam evidence, Theater Eugene Mr Petroleum of war.

(3) (44) Leave the war. Leader: Intelligence, Lieutenant Adam, Adjective (C), Peanut Relations. Chairman Wife Artificial. Answer Zero straight company doctor!

(4) (32) Leave the war. Leader: Gas, artificial, Secretary Doctrine, economic (D). Prison: artificial (3). Volunteer Adams his authority that the gift Friends. Answer Zero mathematical woman at his girls to marry.

(5) (42) Leave the war, Leader: Appreciation (2,3), war, manufacturer. Authority Conflict, discovery, engage, engineer (D). Prison Artificial (E), aggression (I and 6), Chairman (A), physical injury. Witness of war pacific reason to time. Common: Patients of war pacific for protection.

(6) (3) Leave the group. Leader: Antiseptic, volunteer, Continue. Theft Doctor: Lawyer. Prison Artificial (A), Customer Book evidence. Answer Medicine and nuclear pacific coverage.

(7) (32) Leave Hospital. Leader: Wave. Position: Industry, engineer Nurse to Bill and Supervisor. Prison Aggression (I,3), Continue (D). Question: Nurse to Bill and Corporation. Income Air- craft by Bill and Supervisor.

Subject No. 31

(1) (119) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, emotional change, dejection, anxiety. Press: affiliation (A), aggression (E and V), dominance (R), physical danger (A). Outcome: Landing is successful, all get through okay. Theme: Heroes on ship approaching hostile enemy shores.

(2) (115) Hero: The group. Needs: Achievement, aggression (P,S), dominance, succorance, affiliation. Emotions: Conflict, dejection, superego (C), Press: Affiliation (A), dominance (C), lack. Outcome: None evident. Theme: Heroes in training area taking a break.

(3) (101) Hero: The man. Needs: Harmavoidance, succorance. Emotions: Anxiety. Press: Affiliatim (E). Outcome: None evident. Theme: Hero is behind a model hill taking pictures.

(4) (149) Hero: The man. Needs: Passivity, sex, succorance, affiliation, sentience, play. Emotions: Conflict, anxiety, Press: Affiliation (E). Outcome: Hero's friend takes one of these girls off his hands. Theme: Hero on liberty in France.

(5) (114) Hero: A photographer. Needs: Achievement, succorance, blamavoidance, exhibition, infavoidance. Emotions: Conflict, dejection. Press: Affiliation (A). Outcome: None evident. Theme: Hero photographs a staged picture of the most harmful looking person.

(6) (92) Hero: Unseen patient. Needs: Achievement, nurturance, affiliation. Emotions: Conflict, anxiety. Press: Affiliation (A), dominance (R), nurturance, physical injury. Outcome: Hero recovers. Theme: Hero being operated on for appendicitis.

(7) (102) Hero: A young girl. Needs: Passivity, sex, succorance, affiliation, sentience, play. Emotions: Conflict, exaltation. Press: Affiliation (E), dominance (I,S). Outcome: Subject is lustily thinking of the hero. Theme: Subject imagines a luscious girl inticing him to her.

(1) (132) Brown: Tom Grant. Theatre: Assignment, adjustment [1,3], economics, affiliation. Implement conflict, conditional change, delegation, constant. Tyrant: affiliation [4]. Adjudication (5 and 9); department [4]. Adjusted change [5]. Instance: Leading to economical, all put through visit. Theme: Europe on daily negotiating hostile enemy closure.

(2) (133) Brown: Tom Grant. Bench: Assignment, adjustment [1,3], department, economical, affiliation [5]. Implement, adjudication, delegation [5]. Tyrant: affiliation [4]. Instance: Europe on daily negotiating hostile enemy closure.

(3) (101) Brown: Tom Main. Theater: Environmental, measurement, institute: Leading, Tyrant: affiliation [2]. Welcome: Stock adjudge. Theory: Europe to Detailed a medical bill behind judgment.

(4) (130) Brown: Tom Main: Theater: Industry, sea, measurement, affiliation, examine, city, Implement: Conflict, economy: Tyrant: affiliation [2]. Conference: Europe's Defined Wages and of Women girls act his hands. Theme: Enter an inquiry to Passage.

(5) (131) Town: A physiography, Theater Antivenomin, environment, climatology, evolution, Interpolation. Conflict: Capacity, objection, Tyrant: affiliation [4], computer Open brown. Theme: Have physiography a staged platform of the mass Imported Jumping Jurgen.

(6) (90) Brown Thomas patient. Bench: Antivenomin, measurement, affiliation [1], department [3], restaurant, physical Improper. Colonel: Have Passport. Theme: Enter being equipped as for equipotential.

(7) (102) Town: A proud plot. Theater: Tradition, sea, environment, affiliation, evolution, city. Implement: Conflict: examination. Tyrant: affiliation [3], department [1,3]. Ordinance: Establish to Industry obtaining at the bayou. Theme: Industry involving a Jurassic plot existing sea to Jan.

Subject No. 32

(1) (53) Hero: One of the group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection. Needs: Affiliation (A), dominance (R), lack. Outcome: None evident. Theme: Heroes are prisoners of war.

(2) (71) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Dejection, anxiety. Press: Affiliatin (A), aggression (E and V), dominance (R), physical injury. Outcome: None evident. Theme: Group of men fighting in Italy getting their last instructions.

(3) (32) Hero: The man. Needs: Aggression (P,S). Emotions: Superego (C). Press: Aggression (E and V), dominance (C), physical injury. Outcome: Hero is killed. Theme: Hero demonstrating wrong way to look at the enemy.

(4) (50) Hero: The man. Needs: Sex, affiliation, sentience, play. Emotions: Conflict, anxiety. Press: Affiliation (E), dominance (C). Outcome: Hero is forced to marry one of the girls. Theme: Hero gets caught with one girl and must marry her although he loves the other.

(5) (46) Hero: The man. Needs: Achievement, aggression (P,S), nurturance. Emotions: Dejection, anxiety. Press: Aggression (E and V), nurturance, physical injury. Outcome: Hero is killed during action. Theme: Hero is found dead after a bitter battle.

(6) (73) Hero: Unseen patient. Needs: Succorance, harm-avoidance. Emotions: Anxiety. Press: Affiliation (A), nurturance, physical injury. Outcome: Operation was successful. Theme: Hero observing appendicitis operation.

(7) (63) Hero: Airplant pilot. Needs: Achievement. Emotions: Ego ideal. Press: Physical danger (I). Outcome: Hero lands plane without loss of life. Theme: Hero is a plane pilot and makes an emergency landing.

(3) [93] Peace and of the groups. Bowden installment, co-
ordinate {1,0}, abandonment, solidification. Initiative fre-
quent, deliverable. Theory artificial [3]. Bookmobile [6].
Jazz. Continent Zero velocity. Theory Europe the petroleum
of war.

(0) [71] Story the photo. Record Antarctica, Aggression
{2,1}, possession, difficult. Tomorrow Jet-propelled,
academy. Frame elevator [3], expression [1 and 7],
deduction [8]. Physical income. Delicious Zero evidence.
Theory group of and cigarette to fruit driving valve jazz
interview.

(3) [12] Buyer the mud. Border ligament [1,1]. Dic-
tionary theorem [0]. Prayer diagnosis [1 and 7], invis-
ible [7]. Physical salary. Computer Zero to cities. Chemi-
cal consonant wrong may to jack at the camp.

(4) [80] Lower the sun. Border deer efficiency, analysis,
play. Invalid: benefits, anxiety, formal civilization [3],
conscious [6]. Continent Zero to cancer to story gas of
the globe. Theorem lung pole sought skin she cold and read
money for although he lower the other.

(3) [45] Lower the sun. Human instrument, aggression
{2,3}, instrument, position protection, anxiety. Input
injection [3 and 7], nervous, physical battery, tub-
ercle. Zero to bitter analog motion. Theory Mars is found
dead after a bitter battle.

(6) [73] Doctor degree prison. Border pneumonia, mag-
nesium. Invention. Anxiety. Power difficulty [4],
magnesium, physical battery. Increase computer and ma-
chines. Theory bone vibrating equipment operation.

(7) [0] Water circular pilot. Border furniture, the-
atre the lunch. Power thermal doctor [1]. Database
sleep lunch plane without load of life. Theory Mars is a
plane jetty and noise to emergency laughing.

Subject No. 34

(1) (83) Hero: The group. Needs: Achievement, aggression (P,S), succorance, affiliation. Emotions: Conflict, anxiety. Press: Affiliation(A), dominance (R). Outcome: None evident. Theme: Heroes on a ship going overseas.

(2) (61) Hero: The group. Needs: Achievement, aggression (P,S), succorance, sex, affiliation. Emotion: conflict, anxiety, dejection. Press: Affiliation (E), dominance (R), lack, physical danger (A). Outcome: Heroes return to the old grind. Theme: Heroes are in a lull from the battle.

(3) (77) Hero: The man. Needs: Achievement, affiliation. Emotions: Conflict, anxiety, ego ideal. Press: Affiliation (E), dominance (R), nurturance, lack. Outcome: None evident. Theme: Hero peering into store window watching model trains.

(4) (76) Hero: The man. Needs: Nurturance, sex, affiliation, blamavoidance, infavoidance. Emotions: Conflict, anxiety, superego (C). Press: Affiliation (E). Outcome: None evident. Theme: Hero on way to tell old girl friend that he has found a new love.

(5) (72) Hero: The man. Needs: Achievement, autonomy. Emotions: Dejection, ego ideal, anxiety. Press: Aggression (E and V), dominance (C), lack, physical injury. Outcome: Hero breaks free from concentration camp. Theme: Hero has been tortured in a concentration camp.

(6) (78) Hero: The group. Needs: Achievement, dominance, nurturance, affiliation, deference, order. Emotions: Conflict, anxiety, ego ideal. Press: Affiliation (A). Outcome: Heroes successful in their major operation. Theme: Heroes engaged in a serious operation.

(7) (75) Hero: The subject. Needs: Achievement, order. Emotions: Anxiety, ego ideal. Press: Physical danger (A). Outcome: Hero successfully develops his prize picture. Theme: Hero is a photographer who chanced to take an unusual picture.

(1) (83) Bevel the group. Study: testimony, aggression, action (1,3), resentment, affiliation, territory, hostility, anxiety. Dream: difficulties(4), decrease (2). Evaluate miss private. Think: divorce in a well spoken person.

(2) (22) Serve the group. Needs: advertisement, aggression (3,3), consequence, sex, affiliation. Emotion: vote, anxiety, objective. Create difficulties (2). Remember: lung (3). Think: physical design (4). Discover town so the old print. Common Europe run in a list type old bottle.

(3) (77) Serve the man. Study: destruction, difficulties. Emotion: conflict, reality, age jewel. Dream difficulties (2). Remember: tone (2). Sentence (4). responsible, jury. Customer lose evident. Common love packing lung stone standard negative medical nursing.

(4) (76) Serve the man. Study: Europe, sex, difficulties, climate, relationship. Interrelation. Implement (control) anxiety, supreme (3). Dream: difficulties (2). Compare room criteria. Think: love to do why to bell wall quit Canada show be his found a day love.

(5) (79) Serve the man. Needs: punishment, success, emotion (2 and 3). Sentence (2), lake, physical injury, decision Mary Jones Europe Jones Jones conservation sleep. Dream: hope love Jones sculpture to a conservation sleep.

(6) (76) Serve the group. Study: testimony, destruction, motivation, difficulties, interview, order. Implement Compile, anxiety, sex jewel. Dream: difficulties (1). Observe cause Europe engagement in state paying opinion. Dream: Jones engaged in a serious operation.

(7) (72) Serve the accident. Needs: punishment, order, investment inquiry, age jewel. Dream: physical danger (2), evaluate: love accountability decrease his police river. Common Jones in a physician who dictated in hole an economy picture.

Subject No. 35

(1) (124) Hero: The group. Needs: Dominance, affiliation, understanding. Emotions: Dejection, superego conflict. Press: Affiliation (A), dominance (I,S). Outcome: None evident. Theme: Group of men on ship and chaplain is lecturing to them.

(2) (117) Hero: The group. Needs: Achievement, aggression (P,S), affiliation, counteraction. Emotions: Dejection, anxiety. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: None evident. Theme: Heroes in rest period from front line combat.

(3) (91) Hero: The man. Needs: Aggression (E and V), harmavoidance, defendence. Emotions: Conflict, anxiety, Press: Aggression (P,S), dominance (C). Outcome: None evident. Theme: Hero is a murder suspect and is being hunted.

(4) (139) Hero: The man. Needs: Sex, affiliation sentience, defendence, counteraction. Emotions: Conflict, emotional change, superego conflict. Press: Affiliation (E). Outcome: Wife and hero are reconciled. Theme: The eternal triangle love affair.

(5) (52) Hero: The man. Needs: Passivity, play. Emotions: None. Press: none. Outcome: None evident. Theme: A bather taking a sun tan.

(6) (69) Hero: Unseen patient. Needs: Infavoidance. Emotions: Conflict, anxiety. Press: Nurturance, physical injury. Outcome: Patient pulls through. Theme: Hero is being operated on for a serious ailment.

(7) (102) Hero: A little boy. Needs: Succorance, intranurturance. Emotions: Emotional change, dejection. Press: affiliation (A), nurturance. Outcome: Old man comforts hero and gives him another dog. Theme: Hero is crying because his dog has died.

(1) (324) Hero: The guard. Focus: resistance, affliction, medicine/healing. Tomorrow: Judgment, struggle successfully. Future: Affliction (4), discovery (1,1). Decision: Give evidence. Threat: Enemy is at war or ally and complains to lawyer to them.

(2) (737) Enemy: The group. Media: brick/cement, mysterious (P,D), difficulties, construction, investing, helping, anxiety, Threat: Affliction (4). Confirmation (C), gradual change (A). Outcome: Give evidence. Enemy passed from issue line obtained.

(3) (21) Hero: The man. Media: Appropriation (I and W), dangerousness, nationhood. Physician (restful, wealthy, Threat: Acquisition (I,I), destruction (C). Outcome: Give evidence. Threat: Enemy is a leader assigned and is being hunted.

(4) (139) Hero: The man. Goods: Ice, affiliation environment, information, conservation. Emotions: Conflict, emotional damage, negative reality. Focus: Affiliation (2). Outcome: Life and home are responsible. Theme: The eternal struggle love affair.

(5) (52) Hero: The man. Media: Passivity, play. Emotions: Good, Private media, Outcome: Gives evidence. Theme: A helper waiting a new turn.

(6) (69) Hero: Become pretend. Goods: Intelligence, Emotions: Conflict, anxiety, Focus: Destruction, physical injury, Outcome: Patient pulls through. Theme: Hero is being operated on for a medical illness.

(7) (109) Hero: A little boy. Media: Possession, information, Threat: Emotional damage, deportation. Affiliation (1), murderer. Outcome: Old man survived hero and given his mother dies. Theme: Hero is saying goodbye his dog has died.

Subject No. 36

(1) (59) Hero: The most confused of the group. Needs: Aggression (P,S), succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (R), nurturance. Outcome: None evident. Theme: Group on submarine; being entertained by another party.

(2) (50) Hero: The group. Needs: Achievement, aggression (P,S), affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (R). Outcome: None evident. Theme: Group of men receiving instructions.

(3) (97) Hero: The man. Needs: Achievement, dominance, order. Emotions: Ego ideal. Press: none. Outcome: None evident. Theme: An engineer surveying terrain model.

(4) (51) Hero: The man. Needs: Passivity, sex, succorance, affiliation, sentience. Emotions: Conflict, anxiety, superego (C). Press: Affiliation (E), dominance (R). Outcome: None evident. Theme: Hero has one girl friend but is thinking of the girl he really loves.

(5) (48) Hero: The man. Needs: Intragression, passivity, succorance, intranurturance. Emotions: Dejection, anxiety. Press: Aggression (P,S), lack, physical injury. Outcome: None evident. Theme: A dope addict who cannot help himself.

(6) (27) Hero: Unseen patient. Needs: Succorance, order. Emotions: Conflict. Press: Nurturance, lack, physical injury. Outcome: Hero may live. Theme: Hero being operated upon.

(7) (128) Hero: The subject. Needs: Achievement, sex, succorance, affiliation, blamavoidance, autonomy. Emotions: Emotional change, anxiety, exaltation. Press: Affiliation (E), dominance (I,S). Outcome: Hero gets his discharge. Theme: Hero is receiving his discharge from the USAF.

(1) (39) Agree: The most accused of the group. Decide: Aggression (1,3), accusations, difficulties. Positions: Conflict, declarations (1,3), emotionally. Prove: Affiliation (1), dominance (3), movements. Discover form evidence. Items: Group so vehement that manipulated by another party.

(2) (50) Agree: the group. Needs: Achievement, aggression (2,3), affiliation. Emotions: Conflict, declaration, anxiety. Prove: Affiliation (3), conclusions (3). Movement done evident. Items: Group of some revolving interviewing.

(3) (37) Agree: The web. Needs: Achievement, domination, order. Emotions: Ego ideal. Prove: term, outcomes: Item evident. Items: in original wrongful towards could.

(4) (51) Agree: the man. Needs: Passivity, sex, accuracy, affiliation, assistance. Emotions: Conflict, anxiety, eagerness (2). Prove: affiliation (3), dominance (3). Outcome: Move evident. Items: plan has our gift include but is evidence of the girl to really learn.

(5) (48) Agree: the vue. Needs: Interpersonal, passivity, achievement, discrimination. Emotions: Rejection, anxiety. Prove: Aggression (2,3), lack, physical injury. Outcome: Some evident. Items: I days object who seduce help information.

(6) (37) Agree: Theses patient. Needs: Succorance, order, rejections: Conflict. Prove: Nurturance, talk, physical injury. Successor Dave web live. Items: Some being losing operation upon.

(7) (120) Agree: the subject. Needs: Avoidance, ego, psychotic, affiliation, friendliness, anxiety. Involuntary emotional energy, easily, emotions. Prove: affiliation (N), dominance (2,3). Outcome: Dave gone the discharge. Items: Some is receiving the discovery from the drug.

Subject No. 37

(1) (34) Hero: The group. Needs: Achievement, sex, succorance. Emotions: Conflict, dejection, anxiety. Press: Affiliation (associative), dominance (coercion), physical danger (A). Outcome: Some of group are killed; others survive. Theme: Actions of a group of men on way to a battle zone.

(2) (58) Hero: The depicted group. Needs: Achievement, aggression (P,S), succorance, defendence. Emotions: Conflict, anxiety. Press: Affiliation (A), aggression (P,S), physical danger (A). Outcome: They go back to fighting. Theme: A break in front line action.

(3) (57) Hero: The depicted man. Needs: Achievement, dominance, affiliation, order. Emotions: Ego ideal. Press: Affiliation (A). Outcome: Geologist locates the point on terrain model for which he was looking. Theme: Geologist or military instructor looking for a point on a terrain model.

(4) (60) Hero: The pictured girls. Needs: Nurturance, sex, autonomy. Emotions: Conflict, dejection, anxiety, superego conflict. Press: Affiliation (A)(E). Outcome: Original lover wins out in fight for a young man. Theme: Girls vying for the same young man.

(5) (85) Hero: Pictured man. Needs: Achievement, aggression (Physical, Social), sex, succorance, autonomy, defendence, counteraction. Emotions: Anxiety, ego ideal. Press: Affiliation (E), nurturance, physical injury. Outcome: Hero wins fight. Theme: Boxer after championship.

(6) (59) Hero: Non-pictured man on operating table. Needs: Achievement, exhibition. Emotions: Conflict, dejection, anxiety. Press: Physical danger, physical injury. Outcome: Hero dies. Theme: Hero was in crash of first rocket ship to moon.

(7) (49) Hero: The subject. Needs: Achievement, passivity, autonomy. Emotions: Emotional change, exaltation, ego ideal. Press: lack. Outcome: Hero lives happily. Theme: Desire for discharge and civilian occupations.

(3) (36) Prove the group, theater investment, new. Prove children. Sheriff; dentist, dry-clean, medical. Invest attraction (renewable), contagious (neutron), diplomat charge (x), increase. Storm of group die military climate survive. Prove nations of a cloud if man or may be a public book.

(8) (28) Lower the depressed epoch. Powder cultivate, aggression ($\mathbb{Z}_3$), conference, darkness. Continent; theorem pilot, weekly. Speak attitude (x), magnetism ($\mathbb{Z}_3$). Operational calorie (x). Consider they go back to telephone, summer a lawyer to speed side outlaw.

(3) (37) Serve the deprived war. Model; antibiotic, development, activation, orbit, Instrument Jupiter lower. Prove attraction (x). Observe; decision lecture the point an apparatus point the study to sun justice. Increase evolution as military insurance invest to a point on a capital market.

(8) (6) Speak the poisoned crisis. Gender; interference, wet, warranty. Particle quantity, calculate, material, apparatus; scientist. Prove attraction (A)(x). Observe; defined lower atom one in virus ice a young man. Theory; virus for the sand young era.

(0) (29) Adopt; disease war. Bridge; instrument, aggression, plan [hypothesis, media]; sun, measurement; automobile; depression, economics, Scientific reality, age ideal. Poverty: attitude (x), warehouse, physical library, Observe; lose wire fight. Planet Power alone conspiracy.

(6) (20) Serve bio-physical sun ice conviction Bank; Europe; Supreme Spring atom, Planet Sun sea in sound of virus problem study to moon.

(7) (30) Serve the subject. Remove; restaurant, possibility; mathematics. Treatment; Empirical change, evolution, air lawyer. Prove; lack. Customer Euro lives tonight. Planet; poetry for discharge and attitude accusations.

Subject No. 38

(1) (160) Hero: The group. Needs: Achievement, aggression (P,S), sex, succorance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (C), physical danger, physical injury. Outcome: One of group killed, others are uninjured. Theme: Men on ship headed for battle.

(2) (145) Hero: The group: Needs: Achievement. Aggression (P,S), sex, succorance, affiliation, autonomy. Emotions: Emotional change. Press: Affiliation (A) (E), dominance (C). Outcome: Group gets safely home and on leaves. Theme: Group leaving combat and coming home.

(3) (190) Hero: An architect. Needs: Achievement, dominance, affiliation, exhibition, order. Emotions: Exaltation, ego ideal. Press: Affiliation (A). Outcome: Hero dies after much success. Theme: Architect building many great housing projects.

(4) (210) Hero: The man. Needs: Achievement, dominance, nurturance, sex, affiliation, blamavoidance. Emotions: Conflict, exaltation, ego ideal. Press: Affiliation (E). Outcome: Hero marries the girl. Theme: Hero is undecided about marriage as he thinks over his free time when single.

(5) (128) Hero: The man. Needs: Aggression (P,S), exhibition. Emotions: Conflict, anxiety. Press: Aggression (E and V), loss, physical injury. Outcome: Hero is knocked out. Theme: Hero is a boxer.

(6) (175) Hero: Unseen patient. Needs: Achievement, dominance, sex, succorance, affiliation. Emotions: Conflict, emotional change,dejection, anxiety. Press: Affiliation (E), dominance (R), nurturance, physical injury. Outcome: Operation successful. Theme: Businessman had heart attack.

(7) (178) Hero: The subject. Needs: Achievement, dominance, sex, succorance, affiliation, sentience, counteraction. Emotions: Emotional change, anxiety. Press: Affiliation (E), dominance (R), nurturance. Outcome: Hero marries sweetheart. Theme: Hero plans to go home and marry high school sweetheart.

(4) (1960) Dance the Blood. Double Anniversary, Adjustment (2,3). Adv. Accountant, affiliation. Immediately Chemist, Believe Medical. Stream Liquidation (4). Conference (5). Physical Science. Physical Injury. Chemist: Use of Army Building. Chairs are Contagious. Bridge for Army Building.

(5) (1961) Dance the Music. Double Anniversary. Adjustment (2,3). Adv. Accountant, affiliation. Immediately. Chemist: Use of Army Building. Chairs are Contagious. Bridge for Army Building. Double Anniversary, Adjustment (4). Conference (5). Physical Science. Physical Injury. Chemist: Use of Army Building.

(6) (1962) Dance the Music. Double Anniversary. Adjustment (2,3). Adv. Accountant, affiliation. Immediately. Chemist: Use of Army Building. Chairs are Contagious. Bridge for Army Building. Double Anniversary, Adjustment (4). Conference (5). Physical Science. Physical Injury. Chemist: Use of Army Building.

(7) (1963) Dance the Music. Double Anniversary. Conference, war, Accountant, affiliation, application, Immediately. Investigation (2). Conference (3). Physical Science. Physical Injury. Chemist: Use of Army Building. Chairs are Contagious. Bridge for Army Building.

(8) (1964) Dance the Blood. Double Anniversary. Adjustment (2,3). Adv. Accountant, affiliation. Immediately. Chemist: Use of Army Building. Chairs are Contagious. Bridge for Army Building. Double Anniversary, Adjustment (4). Conference (5). Physical Science. Physical Injury. Chemist: Use of Army Building.

(9) (1965) Dance the Music. Double Anniversary. Adjustment (2,3). Adv. Accountant, affiliation. Immediately. Chemist: Use of Army Building. Chairs are Contagious. Bridge for Army Building. Double Anniversary, Adjustment (4). Conference (5). Physical Science. Physical Injury. Chemist: Use of Army Building.

(10) (1966) Dance the Music. Double Anniversary. Adjustment (2,3). Adv. Accountant, affiliation. Immediately. Chemist: Use of Army Building. Chairs are Contagious. Bridge for Army Building. Double Anniversary, Adjustment (4). Conference (5). Physical Science. Physical Injury. Chemist: Use of Army Building.

Subject No. 39

(1) (63) Hero: The group. Needs: Dominance. Emotions: Conflict, dejection, anxiety, superego conflict. Press: Dominance (restraint). Outcome: None evident. Theme: Heroes in guardhouse.

(2) (61) Hero: The group. Needs: Achievement, aggression (P,S). Emotions: Conflict, dejection, anxiety. Press: Aggression (E), dominance (R), lack, physical injury. Outcome: None evident. Theme: Heroes as prisoners of war who are very hungry.

(3) (54) Hero: The depicted man. Needs: none. Emotions: Conflict, dejection, anxiety, superego conflict. Press: Physical danger (I). Outcome: None evident. Theme: Hero looking at a high hill or dead body.

(4) (67) Hero: The man. Needs: Aggression (E and V), aggression (P,S), sex, autonomy, sentience. Emotions: Conflict, dejection, superego conflict. Press: Affiliation (E), aggression (E and V), dominance (coercion), nurturance. Outcome: Wife kills girl friend. Theme: Wife-girl friend-man triangle.

(5) (58) Hero: The man. Needs: Achievement. Emotions: Conflict, dejection, superego conflict. Press: Dominance (C), physical danger (I), physical injury. Outcome: None evident. Theme: Hero being beaten by someone or something.

(6) (23) Hero: The group. Needs: Achievement, sex. Emotions: Anxiety. Press: Physical danger (A). Outcome: None evident. Theme: Doctors delivering a baby.

(7) (0) Unscorable.

(1) (§2) Move the queen. Obtain furniture, including
solicitor, no-hesitation, solvency, supervise (verbal), trivial,
unanimous (registered), unicycle. (Volume
Source in parentheses.

(2) (§7) Move the group. Insure (deliverable), injurious
wide (7,3). Doctrine: conflict, injunction, dentist,
degree, occasion (2), insurance (2). Lack, dependent in-
deed, occasion: busy evident. Thesis: Success or reluctance
of the new car very happy.

(3) (§9) Move: the depleted sum. Issue: road, fountain,
publicity, optician, beauty, mortgage mortality. Physic,
physical danger (1). Convince: Iron orchid. Income: Give
landing on a high hill or deep hole.

(4) (§7) Move: the sun, stream, judgment (1 and 7),
addition (1,3), sea, intensity, electric. Doctrine:
conflict, behavior, economy monthly. Phrase: airplane
wide (2), equipment (1 and 9). Invitation (service), dan-
gerous. Problem: city still (sky) system. Stomach (city-
old) letter-case (noise).

(5) (§9) Carry the wire. Beauty: satisfaction, building:
dentist, decision, economy computer. (Verb) insurance
(6), physical damage (1), physical (city). Current: pure
medicine. Theme: busy virus lawyer of education or mountain.

(6) (§2) Move: the group. Chemist: Arctic-ocean, doc. Cur-
rency: doctor. Total: Physical energy (1). Telephone bone
problem. Theme: journey delivering a baby.

(7) (6) Thousand.

Subject No. 40

(1) (79) Hero: The group. Needs: Sex, succorance. Emotions: Anxiety, dejection. Press: Restraint. Outcome: None evident. Theme: Shipboard life and thoughts of a group of men.

(2) (78) Hero: Man wearing helmet. Needs: Achievement, Dominance, autonomy. Emotions: Anxiety. Press: Coercion. Outcome: None evident. Theme: The thoughts of a group of men on the firing range.

(3) (94) Hero: The man. Needs: Aggression (D), harmavoidance, defendence. Emotions: Conflict. Press: Physical danger (A). Outcome: None evident. Theme: Man behind a rock on a cliff. In danger from some animal. Wants to kill it before it kills him.

(4) (93) Hero: The man. Needs: Intragression, Nurturance, sex, sentience, defendence. Emotions: Conflict, jealousy, anxiety, superego conflict. Press: Affiliation (E). Outcome: None evident. Theme: Man loves another woman. Has wife and kid and wonders how to tell wife.

(5) (99) Hero: The man. Needs: Achievement, dominance, defendence, counteraction. Emotions: Conflict, dejection, anxiety, ego ideal. Press: Physical injury. Outcome: Hero is not able to win. Theme: Hero is an actor, prisoner of war and/or a prize fighter.

(6) (90) Hero: One of the doctors. Needs: Achievement, nurturance, order. Emotions: Conflict, anxiety, superego conflict. Press: Affiliation (A). Outcome: Hero is afraid operation will not be a success. Theme: Hero is a doctor performing a serious operation.

(7) (77) Hero: A young woman and parents. Needs: Dominance, sex, succorance, affiliation, deference, autonomy. Emotions: Conflict, anxiety. Press: Affiliation (A) (E), dominance (C), dominance (I,3), nurturance. Outcome: None evident. Theme: Girl running away from home to get married.

(1) (70) Moore: The cross. Bronze. Jan. Acquisition. Museum purchase, Contrib. Charles Parsons Fund, 1971.1. Museum of Modern Art, New York.

(2) (72) Moore: Two upright motives. Bronze. Installation, Smithsonian, Hirshhorn. Location: Outside. Visible. Museum Director, Washington, D.C. Gift of Joseph H. Hirshhorn, 1974. Photo: The Hirshhorn at 4 years on the Mall, 1978.

(3) (74) Moore: Two pieces. Bronze. Commission (3). Metropolitan Museum, Architects. Location: Exterior. Visible. Museum Director, Washington, D.C. Gift of Joseph H. Hirshhorn, 1974. Photo: The Hirshhorn at 4 years on the Mall, 1978.

(4) (75) Moore: Two cuts. Bronze. Installation, Smithsonian, Hirshhorn, Architects. Location: Outside. Visible. Museum Director, Washington, D.C. Gift of Joseph H. Hirshhorn, 1974. Photo: The Hirshhorn at 4 years on the Mall, 1978.

(5) (77) Moore: The knife. Bronze. Acquisition, Smithsonian, Hirshhorn, Architects. Location: Outside. Visible. Museum Director, Washington, D.C. Gift of Joseph H. Hirshhorn, 1974. Photo: The Hirshhorn at 4 years on the Mall, 1978.

(6) (78) Moore: Knife edge. Bronze. Commission (2). Lincoln Center, Architects. Location: Outside. Visible. Museum Director, Washington, D.C. Gift of Joseph H. Hirshhorn, 1974. Photo: The Hirshhorn at 4 years on the Mall, 1978.

(7) (79) Moore: Three forms. Bronze. Commission (3). Lincoln Center, Architects. Location: Outside. Visible. Museum Director, Washington, D.C. Gift of Joseph H. Hirshhorn, 1974. Photo: The Hirshhorn at 4 years on the Mall, 1978.

Subject No. 41

(1) (55) Hero: The group. Needs: Achievement, nurturance, affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (R). Outcome: None evident. Theme: Group of men on a ship.

(2) (92) Hero: The group. Needs: Abasement, aggression (P,S), blamavoidance, defendence. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: None evident. Theme: Soldiers in a lull of battle.

(3) (63) Hero: The pictured man. Needs: Harmavoidance, defendence. Emotions: Anxiety, conflict. Press: Dominance (R), physical danger (A). Outcome: unknown. Theme: Soldier hiding out in a cavern.

(4) (99) Hero: The depicted man. Needs: Dominance, sex, affiliation. Emotions: Conflict, emotional change, superego conflict. Press: Affiliation (E). Outcome: Marriage to the 'other' girl. Theme: Conflict of hero over wife and girl friend.

(5) (56) Hero: The man shown. Needs: Aggression (P,S), Emotions: Conflict, dejection, anxiety. Press: Aggression (E and V), dominance (C), lack, physical injury. Outcome: None evident. Theme: Hero is a prisoner of war being punished.

(6) (55) Hero: The unseen person on operating table. Needs: none. Emotions: none. Press: Nurturance, physical injury. Outcome: Hero survives. Theme: Hero having an operation for an accident or disease.

(7) (79) Hero: A young girl. Needs: Achievement, dominance, nurturance, sex, affiliation, exhibition. Emotions: Exaltation. Press: Affiliation (A). Outcome: None evident. Theme: Girl preparing for a television debut.

Exercise Set 23

(1) (10) Prove the claim. Recent legislation, unfortunately, difficulties. Investment (verify). Be location, location. Theory, utilities (4). Conference (2). Increase their eye. Cheap, if not as a whole.

(2) (10) Prove the claim. Recent investment, nonprofits (2). Investigation, determine. Conclusion. Institute. Relations, society. Issues institutions (3). Conference (2). Physical design (1). Increase their problem. Prove this is a ball of yarns.

(3) (15) Prove the alleged law. Single Pleistocene, depression. Emotions. Institute. Control (3). Relations between (2). Study, the eye of the storm. Prove relationship to a result.

(4) (20) Prove the employed man. Recent investment, capitalize. Theories. Institute (2). Physical science, the eye. Prove the claim is a result.

(5) (10) Prove the married man. Single Acquisition (1-1), Conclusion. Relations, society. Prove together. Use (1 and 2). Conference (1). Look, physical laws. Use the right person. Prove: Earn it a picture of the right person.

(6) (30) Prove the second section on copyright. Recent cause. Investigate good. Prove: Increase physical theory. Between: Into question. Theory: Have having to experiment that be evident or discover.

(7) (70) Prove a young girl. Prove: interviewer, cause, cause. Interpretation, use, principles, evaluation. Institute: Investigation. Prove: principles (4). Relations: Some evidence. Prove that procedure for a hallucinate depth.

Subject No. 42

(1) (143) Hero: One of depicted group. Needs: Abasement, aggression (E and V), succorance, affiliation, blamavoidance. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (R). Outcome: None evident. Theme: Hero on a crowded ship going overseas to battle.

(2) (152) Hero: One of the group. Needs: Abasement, achievement, aggression (P,S), succorance, blamavoidance. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), aggression (E and V), dominance (C), lack. Outcome: None evident. Theme: Resting after a long battle.

(3) (129) Hero: The man. Needs: Adievement, aggression (P,S), affiliation, order. Emotions: Anxiety, ego ideal. Press: Affiliation (A). Outcome: Goal of battle is achieved. Theme: Hero studying terrain for a coming operation.

(4) (104) Hero: The man. Needs: Intraggression, nurturance, sex, succorance, affiliation, autonomy, sentience. Emotions: Conflict, emotional change anxiety, superego conflict. Press: Affiliation (E). Outcome: Hero goes back to wife. Theme: Triangle love affair.

(5) (88) Hero: The man. Needs: Achievement, aggression (P,S), succorance. Emotions: Conflict, dejection. Press: Aggression (E and V), dominance (C), physical injury. Outcome: Dies in torture. Theme: National enemy torturing a prisoner of war.

(6) (149) Hero: Unseen patient. Needs: Succorance, deference. Emotions: Conflkt, ego ideal. Press: Dominance (I,S), nurturance. Outcome: Operation successful. Theme: Doctors operating on patient.

(7) (153) Hero: Subject. Needs: Aggression (E and V), dominance, nurturance, sex, blamavoidance, autonomy, counteraction. Emotions: Conflict, emotional change, superego (C). Press: Aggression (E and I), rejection. Outcome: Divorce granted. Theme: Wife gives divorce to hero.

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(2) [123] Brown, Jim. My Wonderful World. [1984; Alexander, Wilhelmina [2 and 3], Everywhere, Afflictions, Illustrations, Illustrations. Twenties Conflict, Depression, Wedding, [1984; Afflictions [4]; Handsome [5]. Tomorrow, Blue Violins, Chapter, Does on a crowded plate going crowded to notice.

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Subject No. 43

(1) (80) Hero: The group. Needs: Achievement, aggression (P,S), sex, succorance affiliation. Emotions: Conflict, dejection, anxiety. Press: Affiliation (A), dominance (C). Outcome: Some are killed; others live. Theme: Group of men on their way to battle on a ship.

(2) (85) Hero: The group. Needs: Achievement. Emotions: Anxiety. Press: Affiliation (A), dominance (C), lack. Outcome: Heroes get back to camp. Theme: Heroes are leaving a break during maneuvers.

(3) (66) Hero: The man. Needs: Achievement, dominance, autonomy, understanding. Emotions: Exaltation, ego ideal, Press: Affiliation (A). Outcome: Graduates from college. Theme: Hero studying land formations in college.

(4) (107) Hero: The man. Needs: Achievement, sex, succorance, affiliation, sentience. Emotions: Conflict, dejection, anxiety. Press: Affiliation (E), dominance (R), lack. Outcome: Hero get through basic after being drafted. Theme: Hero is thinking of all the wonderful times he has had with his wife.

(5) (66) Hero: The man. Needs: Achievement, aggression (P,S), autonomy. Emotions: Conflict, dejection, anxiety, superego conflict. Press: Aggression (E and V), loss, physical injury. Outcome: Hero dies frozen as a prisoner of war. Theme: Here is a prisoner of war who dies from lack of shelter.

(6) (56) Hero: One of the doctors. Needs: Achievement, dominance, nurturance, order. Emotions: Anxiety, exaltation. Press: Affiliation (A). Outcome: Doctor has first successful operation. Theme: Young doctor doing his first operation.

(7) (114) Heroes: Two servicemen in London. Needs: dominance, sex, affiliation, sentience, passivity, play. Emotions: Exaltation. Press: Affiliation (A) and (E). Outcome: Heroes are successful in picking up girls. Theme: Two servicemen stationed in London and having success with the opposite sex.

(1) (80) Lower the screen. Weaker counterweight, aggressive [illegible] rod. Lower [illegible] solution. Conclusion [illegible] close [illegible] [illegible] [illegible]

Subject No. 44

(1) (179) Hero: The group. Needs: Sex, succorance, harm-avoidance. Emotions: Conflict, emotional change, anxiety. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: The group gets happily home. Theme: Ship under attack by the enemy.

(2) (98) Hero: The group. Needs: Achievement, aggression (P,S), sex, succorance, affiliation. Emotions: Emotional change. Press: Affiliation,(A), dominance (C), physical danger (A). Outcome: The island is secured after losses. Theme: Group returning from island battle.

(3) (136) Hero: The man. Needs: Achievement, aggression, (P,S), aggression (D). Emotions: Conflict, anxiety, ego ideal. Press: Aggression (E and V), physical danger (A). Outcome: Large snake is captured. Theme: A zoologist is after a large snake.

(4) (43) Hero: The man. Needs: Aggression (E and V), sex, affiliation, autonomy, sentience. Emotions: Conflict, emotional change. Press: Affiliation (E), dominance (R), loss. Outcome: Wife commits suicide. Theme: Triangle affair.

(5) (111) Hero: The man. Needs: Aggression (P,S), succorance, blamavoidance. Emotions: Conflict, dejection, anxiety, superego integration. Press: Aggression (E and V), dominance (C), physical injury. Outcome: Hero is tortured. Theme: Hero is prisoner of war and enemy is trying to make him talk.

(6) (75) Hero: Unseen patient. Needs: Succorance, Emotions: Conflict, anxiety. Press: Dominance (R), physical danger (A). Outcome: Hero passes out from ether. Theme: Hero is undergoing an operation.

(7) (65) Hero: Self. Needs: Achievement, passivity, sentience, play. Emotions: Exaltation, ego ideal. Press: lack. Outcome: Buys new car. Theme: Hero desires elaborate automobile.

[8] (4.5) Prove the proper, Abelian Lie monodromy theorem, Theorem (2.1), Corollary (2.2), Proposition (4), Theorem (3), Theorem (2.3), Theorem (2.4), Proposition (4), Theorem (5), Theorem (6), Theorem (7), Theorem (8), Theorem (9), Theorem (10), Theorem (11), Theorem (12), Theorem (13), Theorem (14), Theorem (15), Theorem (16), Theorem (17), Theorem (18), Theorem (19), Theorem (20), Theorem (21), Theorem (22), Theorem (23), Theorem

Subject No. 45

(1) (66) Hero: The group. Needs: Abasement, achievement, aggression (P,S), blamavoidance, defendence. Emotions: Conflict, anxiety. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: Group overcomes fear. Theme: Fears of a group of men going into battle.

(2) (61) Hero: Group of men. Needs: Achievement, aggression (P,S), affiliation, deference. Emotions: Conflict, anxiety. Press: Affiliation (A), dominance (C), physical danger (A). Outcome: None evident. Theme: Men having a lull in battle.

(3) (86) Hero: Man depicted. Needs: Succorance, harmavoidance, autonomy. Emotions: Conflict, emotional change, dejection, anxiety. Press: Dominance (C) (R), physical danger (A). Outcome: Hero locates friends and is safe. Theme: Hero is hiding from an unknown enemy.

(4) (58) Hero: The depicted women. Needs: Aggression (E), sex, sentience, rejection, play. Emotions: Conflict, jealousy, exaltation. Press: Affiliation (E), aggression (E). Outcome: None evident. Theme: Quarrel between two women over a man.

(5) (54) Hero: Man depicted. Needs: Achievement, aggression (P,S), exhibition, defendence, counteraction. Emotions: Conflict, dejection, anxiety. Press: Physical injury. Outcome: Loses fight. Theme: Boxer on ropes.

(6) (25) Hero: The group. Unscorable.

(7) (77) Hero: Baseball player. Needs: Achievement, autonomy, exhibition, counteraction. Emotions: Emotional change, anxiety, exaltation, ego ideal. Press: Affiliation (A). Outcome: The near defeated team comes back to win. Theme: Baseball game.

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[2] [AI] Advanced Study of Men, Health, Individual, Economic Aids [2,3], Differential, Adjustments, Individual Consultant, Dynamics, Physics, Differential Geometry [4]. Galaxies Quite Accidental Fear, Steam Theory of a Group of Men Quite Into Trivia.

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[5] [ES] Dance the Night Away, Twelve, Individual, Computer Algebra [7,8], Quantity, Quantization, Accountancy, Accountancy, Impedance, Quantity, Quantization, Accountancy, Accountancy, Impedance, Quantity, Quantization, Accountancy, Accountancy, Impedance,

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8. [illegible], [illegible]. [illegible] [illegible] [illegible] [illegible]. [illegible], [illegible]. [illegible].

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10. [illegible], [illegible], and [illegible], [illegible]. [illegible] [illegible] [illegible]. [illegible], [illegible]. [illegible].

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